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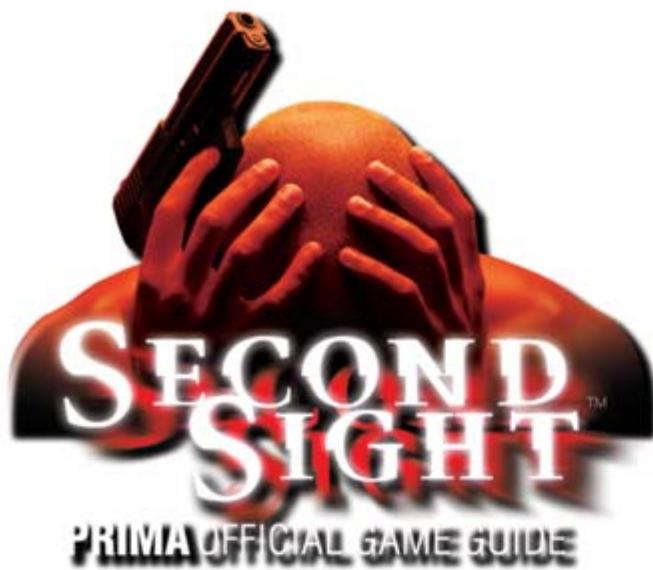
This game has received the following rating from the ESRB



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Contents

Introduction	2
Meet John Vattic	2
WinterICE	2
Controller Configurations	3
Walkthrough	6
Isolation	6
Preparation	10
Experimentation	21
Fieldwork	27
Escape	33
Madness	41
Rescue	50
Reliance	57
Entrapped	63
Streetlife	68
Teamwork	73
Breakout	78
Conspiracy	82
Infiltration	86
Childcare	94
Confrontation	99
Redemption	103
Quick-Step Guide	108
Isolation	108
Preparation	108
Experimentation	108
Fieldwork	108
Escape	109
Madness	109
Rescue	109
Reliance	109
Entrapped	110
Streetlife	110
Teamwork	110
Breakout	111
Conspiracy	111
Infiltration	111
Childcare	112
Confrontation	112
Redemption	112

Introduction

Meet John Vattic

This game covers a large period of time and a great deal of geography. You are John Vattic, a man who wakes up in a hospital with no recollection of who he is or why he has powerful psychic abilities. You rediscover your past by traveling into the past and reliving the incidents leading up to your current situation. Your travels take you across the globe, from the United States to Siberia, and things are not at all what they seem.



WinterICE

Vattic is a civilian advisor for a military operation called WinterICE. They have been sent on a classified mission to investigate a strange research project being conducted in remote Siberia. The members of the WinterICE squad are your closest allies for most of the game, so knowing who they are and what they do is an asset in the field.



Patrick Ballard

Ballard is the squad medic. If you're hurt, talk to Ballard and he can patch you up.



Anthony Cortelli

The comms expert, Cortelli is in charge of making sure that you can communicate with the rest of the WinterICE squad. Cortelli also leads you through your movement training.



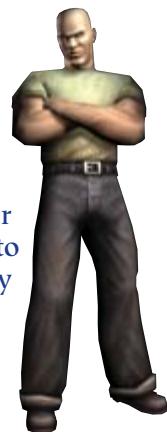
Martha Franklin

Franklin has a keen eye. She provides recon for the squad and also is its sniper. Franklin leads you through your sniping training, and spends some solo time with you in the field when the two of you scout ahead.



William Robert Jackson

Known as "Tex," this southern boy is the explosives expert. Tex leads you through your stealth training.



Colonel Joshua Starke

The commanding officer of the WinterICE squad, Starke is one of your closest allies in Siberia. Starke seems to expect a great deal from you, especially considering you're just a civilian advisor. He also seems to put a great deal of faith in the unexplained. Perhaps the two are related.



Juan Carlos Verdes

"JC" is the team's weapons specialist. He teaches you the basics of firing and aiming during your initial training, and covers your back more than once in the field.

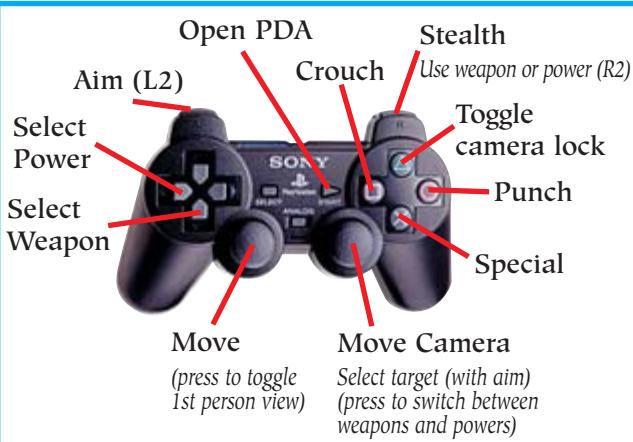
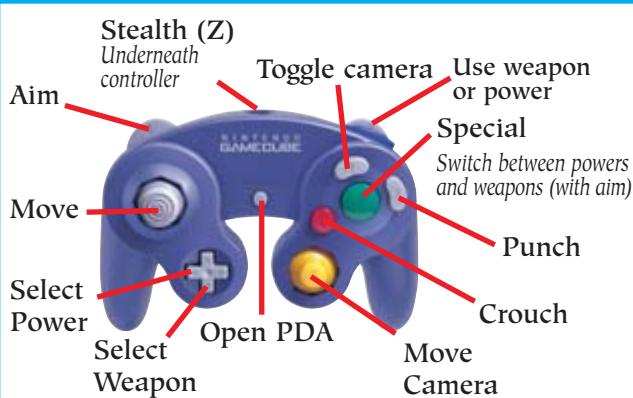
Jayne Wilde

Like Vattic, Wilde is a civilian advisor. She's an alleged psychic, something Vattic doesn't believe in at all. You'll learn they have some history—Vattic attempted to debunk her so-called "powers"—but the two of you become close allies.



Controller Configurations

This guide refers to the controls in general terms due to the variations between platforms. Here's a quick guide to the controls for each system.



The Controls

Most of the controls are fairly self explanatory, but there are quite a few button combinations and special moves. This section looks at some of the more advanced controls, as well as the secondary functions of the primary controls.

AIM

Aiming is fairly straightforward. Just select your weapon or power, then press and hold **aim** to target the nearest available enemy or object. Cycle through targets by holding **aim** and using



move camera. You can also adjust your aim using this method, which allows you to get head shots.



After you select a power, press **aim** to highlight any objects you can affect by that power. For instance, in the early levels, when aiming telekinesis, only objects are shown as valid targets. Later, when you receive the telekinesis upgrade, both objects and enemies become available as targets.

CAMERA CONTROLS



The camera has three settings: locked, dynamic, and first-person. In the first, the camera chooses a position in each room. Using this view often shows you things you can't see from other perspectives, such as items sitting high on shelves or enemies hiding behind doorways. The dynamic mode positions the camera behind you, but you can move it with **move camera**. Both of these views are from a third-person perspective.

First-person view allows you to aim at enemies without Vattic's body in the way. In first-person view, however, pressing **aim** does not automatically lock onto targets—it must be done manually.



Usually, you cannot move in first-person view. The one exception is when you are crawling through a small space. In these cases, the camera automatically switches to first-person view, and you can move normally or look around using **move camera**.



Toggle the camera view often. Sometimes, viewing a room from the locked perspective shows you something you can't see in other views.

MELEE ATTACK



Hand-to-hand combat is usually your last resort. Though it's a perfectly effective attack against most enemies, it can be difficult to get close enough to attack while they're firing at you.

Sometimes it's your only option, though, if you're out of ammunition or don't have any weapons.

NOTE

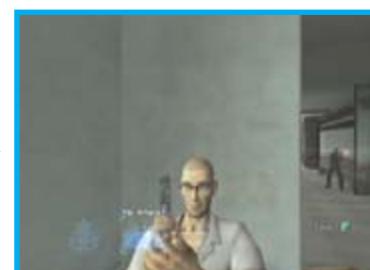
The melee attack button is context sensitive. If an enemy has been knocked out, use it to kick him while he's down. This conserves ammunition.



If you have a weapon in hand, your melee attack is far more effective, because you actually use the weapon as a club. It's a great way to take down opponents who haven't spotted you, because in most cases a single hit kills an enemy.

SELECTING WEAPONS AND POWERS

On all systems, you use the directional pad to cycle through your weapons and powers. Press the pad up or down to cycle through weapons, and press it left or right to cycle through powers. Press **special** to make the highlighted weapon or power the active one.



You can easily switch between your active weapon and active power. On the PlayStation2 and Xbox, do this by pressing down on the right control stick. On the GameCube, press **special** while holding **aim**.

SPECIAL

This context-sensitive button performs different actions in different situations. When it is available, a small note appears on the screen's bottom right. Opening doors, using keycards, and using computers are all performed using **special**. It also has more physically-oriented uses, such as standing up after being knocked down and jumping over railings.



NOTE

You can use **special** to grab enemies. If you manage to sneak up behind an opponent, the option to grab him appears. This can be very effective in fire fights, because grabbing an enemy often causes the other participants to fire straight into him.



Once you've grabbed an enemy, you can either throw him (which temporarily knocks him out) or you can break his neck. You can also use him as a shield as you shoot at other enemies.

STEALTH

The **stealth** button is another context-sensitive control, like the **special** button. In this case, though, the actions are usually stealth related.



For instance, pressing **stealth** when near a wall allows you to go flat against the wall. From there, you can lean around corners by holding **aim** and moving left or right. You can also peek

over barriers by pressing **aim** and moving forward.

You can also peek into doorways. Stand in front of a door and press **stealth**. This is a great option—use it often in heavily guarded areas. When peeking through a door, you enter first-



person view, and can aim and use weapons (or powers) normally.



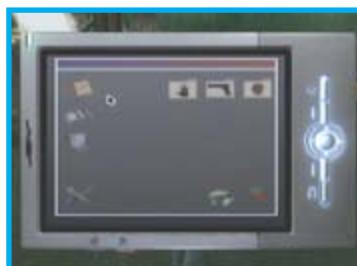
USING STEALTH

It's a good idea to move through enemy territory unnoticed. If enemies see you, they often call for back-up, and they can easily overwhelm and kill you. There are many ways to remain unseen, or to take out opponents without being heard. Here are the best ways to remain stealthy.



- Look through doorways before entering rooms. Often, you can take out everyone in the room before entering.
- Hide in cabinets and stalls when needed. Patrolling enemies pass by without seeing you. If an enemy has seen you enter, though, they know you are there.
- Use the tranquilizer gun when facing single enemies. It is silent, and a head shot knocks an opponent out for the duration of the mission.
- You can also silently kill most opponents by hitting them from behind with a gun in hand. Note that punching them empty-handed does not have the same effect.
- Grabbing and breaking opponents' necks is another good silent-kill technique.
- Use the charm psi power to run through heavily guarded areas without being seen. This does not work in areas with active security cameras.

TOGGLE PDA



Turning on your PDA pauses the game. From the PDA, you can change game options and read detailed information about the various weapons and powers available in the game.

If you've found a map for a level, it gets downloaded to your PDA and you can view it by selecting the map reader from the applications folder.

NOTE

A couple of secret mini-games get stored in your PDA. After you've found them, access them at any time from the applications folder.

Isolation

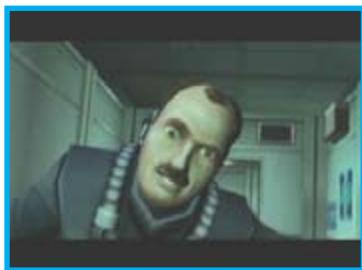


DATE: October 5th

LOCATION: Osiris Medical Facility

NEW PSI POWERS: Telekinesis, healing

NEW WEAPONS: None

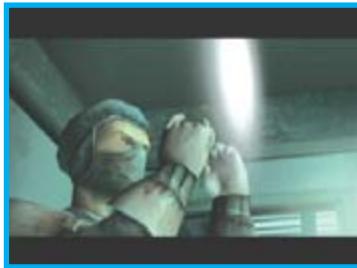


Two security guards wheel a gurney down a hospital hall. The patient is, according to the guards, a "psycho killer" who is being transported to the facility's laboratory.



You awake on a hospital bed, straps holding your arms tight. Twisting against the confines, you arc on the bed. The straps break loose, seemingly by some invisible force.

Seeing that the patient is awake, the guards alert a nearby doctor, who readies an injection. Everything goes black.



Confused, you stumble around the room. The door is locked. The locking mechanism is on the other side of the glass wall. Perhaps the same energy that broke the straps could open the door, if only you could harness it. It's time to learn how to use telekinesis.



PSI POWER: TELEKINESIS



You'll unlock more of your psi powers as you progress, but at first, all you have is telekinesis. This power allows you to move or affect objects with your mind. In most cases, it will be the former: the target floats in the air, and you can

throw it around or pull it to you. Other objects, though, are affected in different ways. Experiment with this power in different situations—it's one of the most useful, and you never know when it will provide you with a safe escape or a helping hand.

Telekinesis is useful for grabbing objects from far away, or for throwing objects at enemies. Many enemies get scared and run for cover if they see an object floating nearby.

Later, your telekinesis gets more powerful, but that will be addressed at the proper time.



To use telekinesis, press **aim** (see Chapter 1, "Controls," for control configurations) and select the target. There are often several objects within range that a psi power can affect. When you

press **aim**, visible targets are marked with a small circle. The active object is highlighted with a blue circle. These targets are power-specific, so different powers show different targets.



Use **aim** to find the available targets in the room, and cycle through the targets until the lock is highlighted.



Press **use power** until the lock activates and the door slides open.



Go through the door. To practice your new power, use it on the monitors near the door. Target one, then use telekinesis to pick it up and throw it around. When the object is under your power, you can move it around, as well as forward and back.



Throw one of the monitors against the wall. (You can use telekinesis to throw objects at enemies.) After you're comfortable using your mind's power, proceed through the exit door.



The next room is empty, except for the medical equipment. It's strange that such a high-tech facility would appear deserted. There's nothing of interest here. Move through the door opposite your room.



As you pass through the door, a strange sensation overcomes you, and though it's painful at first, you feel better when the episode ends. You've unlocked your second psi power: healing.

PSI POWER: HEALING



Healing is a straightforward power. Select it from your powers list, then activate it by pressing **use power**. At first, you can only use it on yourself, but later you can target others.



Press and hold **use power** to heal. Healing occurs on a one-to-one ratio, meaning that for every psi point used, you heal one health point. Psychic energy regenerates quickly, so heal yourself whenever you're hurt!



After you acquire the healing power, use it to heal yourself. Heal to full—otherwise, you'll be too weak to exit the level later. Move through the next door into the corridor.



When you enter the corridor, you hear two guards talking at the far end.



To see the guards, play around with the camera. Press **unlock camera**, then move the camera around. You can also zoom into first-person view, but you won't be able to move.



You see an elevator across the corridor. It is locked. You need an access code to use it.

NOTE

At this point, you can run forward and attack the guards, but there's no need to do that just quite yet. Instead, practice some stealth. You'll get proper stealth training in the next mission, but a little extra practice can't hurt.



Walk to the wall across from the elevator, and press **stealth** to move flush against it. Press **crouch** to kneel. Move toward the turn in the corridor.



You can lean around corners by stopping, then pressing **aim** and moving in the direction you want to lean. Lean around the first corner. The coast is clear.

Move around the corner, then press **stealth** to move away from the wall. Go through the doors.



A doctor is busy working in the next room. There's a good chance he'll spot you. If you let the doctor go, he may alert the guards. You'll have to deal with them eventually, so whether or not you attack the doctor depends on how much you care about your morality rating.



To fight them with your fists, approach and press **punch**. They don't do much damage with their batons, so you'll win.



If you've decided to take the peaceful route, use telekinesis to scare them off. Pick up an item and make it float near them, and they'll cower in fear.



If you can get the guards to chase you into the isolation cell, you can use telekinesis to lock them inside.



The nearby guards' quarters have a security card on a counter. Run up and grab it, or use telekinesis to bring it toward you.

NOTE

Nearby is the interrogation room. There is nothing in here at the moment, but it becomes important later in the game.



With the security card in hand, head past the guards' quarters and into the corridor. The guards see you and charge.



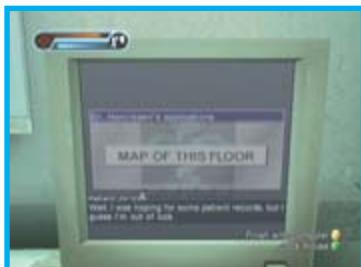
After the guards are dead or hiding, move to the locked door and use the security card on the card reader to open it.

The next room is empty. More interesting is the next room after that. Through the window, you can see a computer console. There is something there that can help you.

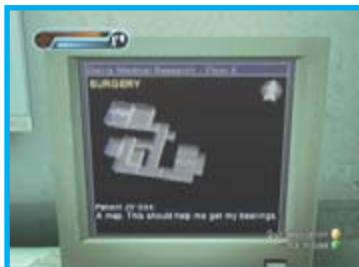


When the doctor in the next room sees you, he automatically hides. Attack him if you wish, but there's no need. Move to the computer and use it.

On the computer screen, you only have one option: "Map of Floor." This is disappointing; there are no patient records available. They must be somewhere else. The map will be handy, though.



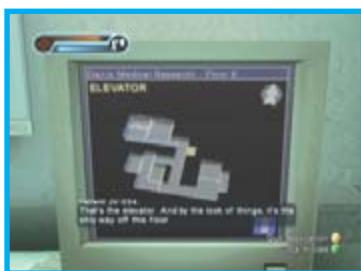
Move to the corridor and up to the elevator.



Click on the "Map of Floor" option. You can move around the map and get information about a few of the rooms. There's one in particular you need information about.



Move through the rooms on the map until the elevator is selected. Click the mouse and you're given the code: 8461. Exit the computer.

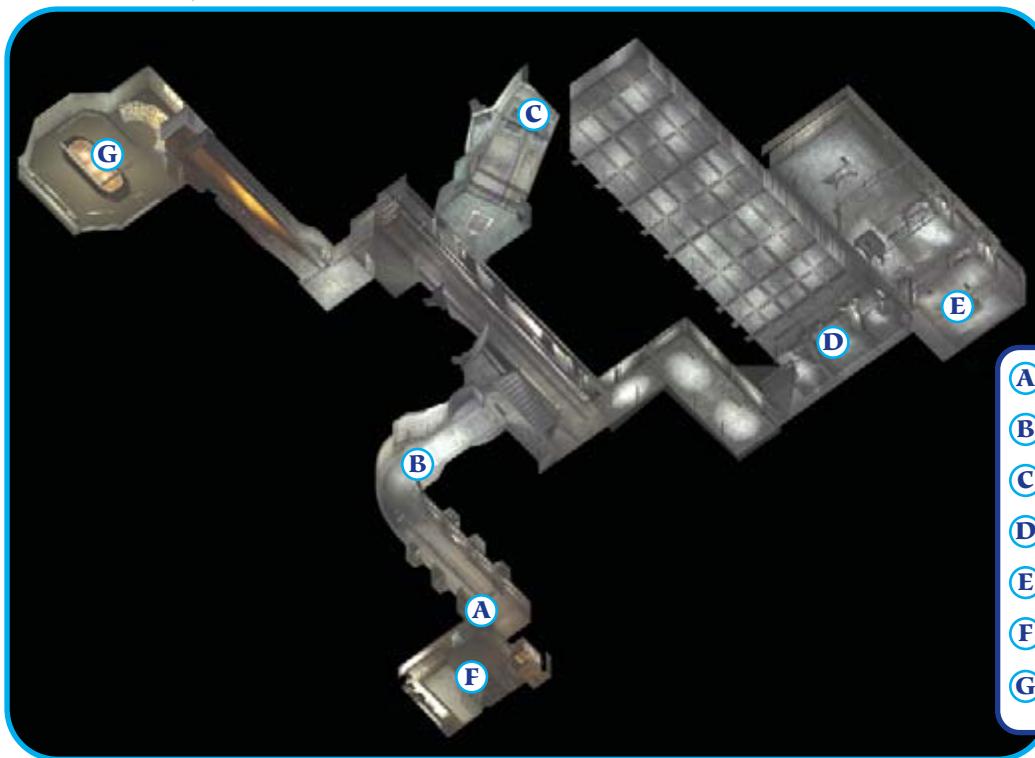


Use the code to open the doors. The code is entered automatically when you use the panel. Step into the elevator to end the mission.



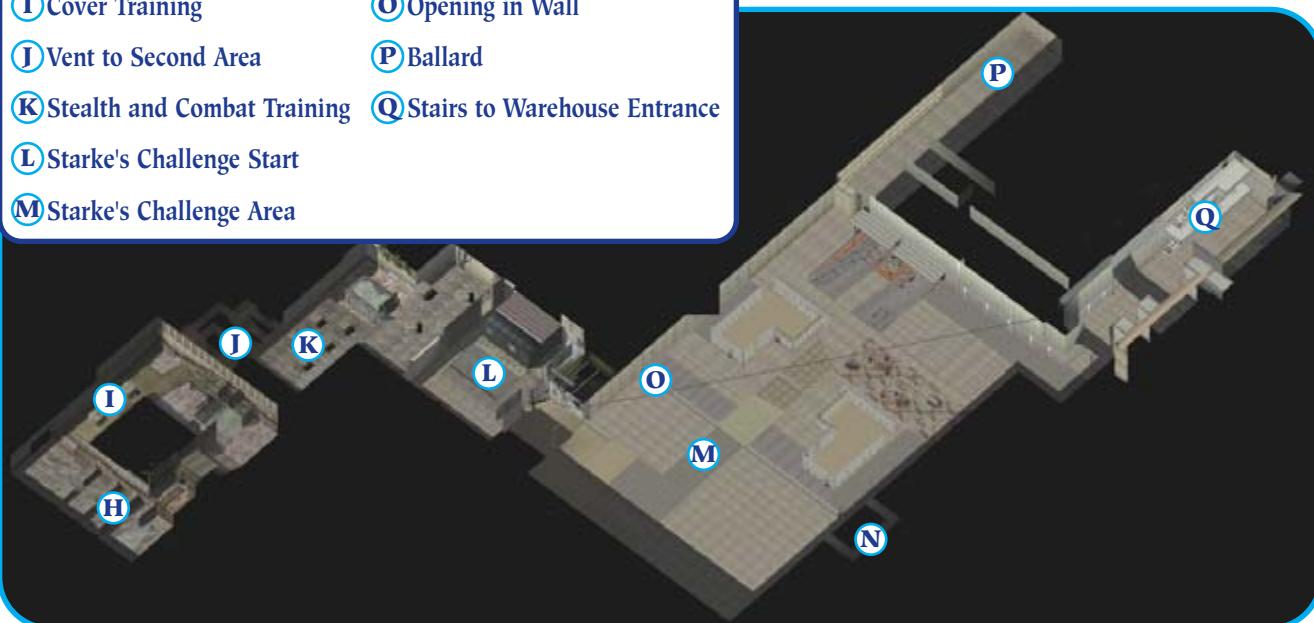
In the elevator, you look at your arm. You see a patient tag that reads: "VATTIC, JOHN." Your name. It seems to trigger a memory....

Preparation



- Ⓐ Starting Point
- Ⓑ Anthony Cortelli
- Ⓒ To Obstacle Course
- Ⓓ Weapon Training
- Ⓔ Firing-from-Cover Training
- Ⓕ Weapon Storage
- Ⓖ Briefing Room

- (H) Movement Training
- (I) Cover Training
- (J) Vent to Second Area
- (K) Stealth and Combat Training
- (L) Starke's Challenge Start
- (M) Starke's Challenge Area
- (N) Crawlspace
- (O) Opening in Wall
- (P) Ballard
- (Q) Stairs to Warehouse Entrance



- (R) Ladder from Entrance
- (S) Soldier with Warehouse Key
- (T) Locked Door
- (U) Ramp to Upper Level

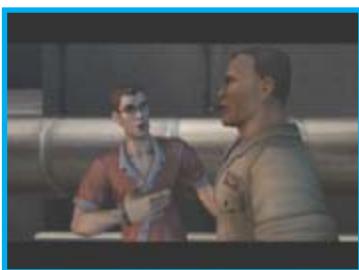


DATE: February 19th

LOCATION: U.S. Marine Base, Germany

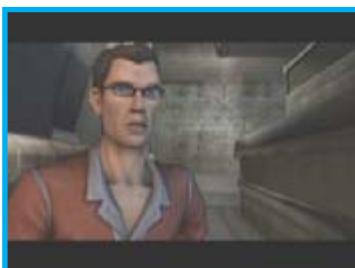
NEW PSI POWERS: None

NEW WEAPONS: Pistol, sniper rifle



As the mission introduction informs you, it is now six months earlier. You are healthy, if confused. You are in a military facility, with no idea why you've been summoned.

You meet Colonel Joshua Starke, who informs you that you need to be trained. This information is more confusing still; you were under the impression you'd been called as an advisor, not a soldier....



NOTE

You do not have any psi powers in this mission.

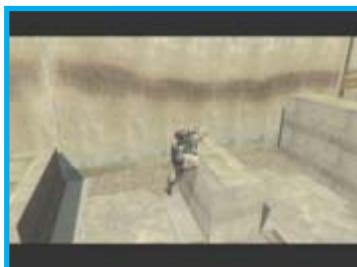
Run down the hall to meet Cortelli. He's your first trainer.



Follow him through the corridor, down the steps, and through the second corridor to the ramp.



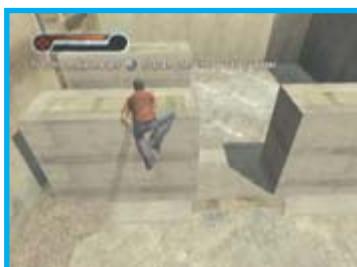
Go through the large doors to reach the obstacle course. Cortelli stops and explains your first challenge.



Watch as he demonstrates. He climbs over the first three barriers, then up the ladder to the gated tunnel.



Follow his lead. Run to a barrier and move forward to automatically climb up and over.

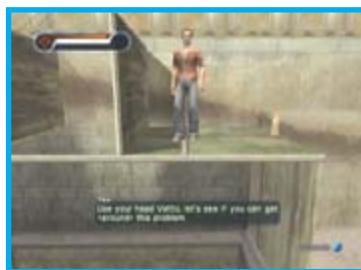


Continue forward, to the large barrier. This one is no different; keep moving forward to automatically climb up.

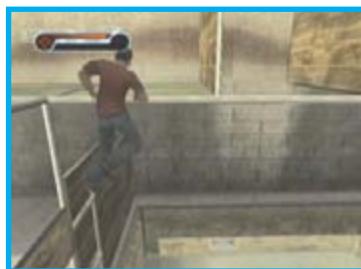


Climb up the wooden ladder and head forward. When the gate opens, crouch and crawl through the tunnel.

Run down the ramp and climb up the ladder at the end. You need to find a way to reach the other side of the water. To drop down, walk to the edge of the platform and press the context-sensitive button.



While holding onto the ledge, move sideways to reach the platform's other side.



Climb up when you reach the other side. Use the nearby ladder to reach the ground, where Tex is waiting to lead you through stealth training.



challenges give you more difficult situations through which to sneak.



Tex teaches you the basics of cover. Approach the block, crouch, and press **stealth** to take cover against it.

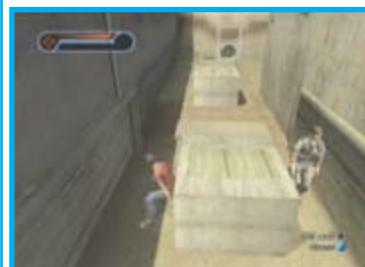
Follow Tex's instructions, inching your way around the block and learning to lean out and look around corners.



NOTE

Leaning is more useful if you unlock the camera first. With the camera in the locked position, you won't see much more than you do already.

To start the next stealth challenge, move to the second block and take cover. You need to sneak past Tex and reach the tunnel entrance at the area's far end.



Wait for Tex to approach, then move left of the block.



Tex walks to the right side of the barrier. This is your chance. Press **stealth** to move away from the block. Stay in the crouching position and run toward the gate.



When you reach the gate, Tex congratulates you. The gate opens, and you can move through.



To enter a tunnel, you must be crouching. Move forward to enter. The camera automatically switches to first-person view when you enter a tunnel.

Turn right at the first junction and head through the next tunnel.



In the next chamber, turn left and move forward.

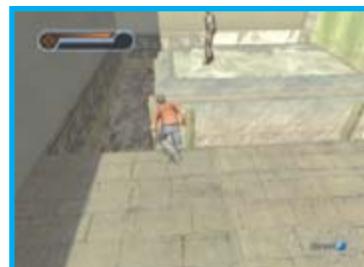


Turn right at this tunnel's end to exit into the next challenge area.

This is similar to your previous challenge, only more difficult. You must sneak past the guards and make it to the compound. Take cover against the first barrier, and wait for the nearby soldier to turn away.



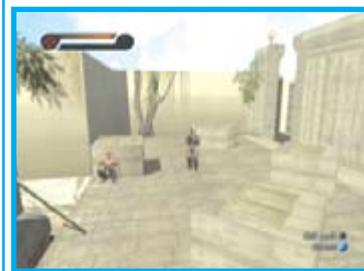
When the soldier's back is turned, make a break for the ditch ahead.



Drop into the ditch, and take cover against the center wall.



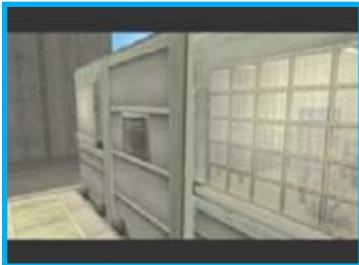
Make your way through the ditch, then climb up the wall at the opposite side.



Take cover against the first barrier. Wait for the soldier to walk away. Move behind him to the next barrier.



Take cover against this barrier, and move around to the right as he continues his patrol. After he heads away, move through the opening to your right.



A quick cutscene shows you that two soldiers are stationed in the nearby building, looking out through the windows.



Crouch and take cover against the building. Sidel under the windows to avoid the soldiers' line of sight.

Move away from the wall and through the gates to your right. After you move through, you've completed both the challenge and your stealth training.



Now it's time for weapons training. JC, another member of your team, is going to show you how to handle a pistol.



The pistol training segment begins with the basics. Use the targets to learn basic aiming techniques. When you press **aim**, you automatically aim at the nearest target.

To get a more deadly head shot, though, you need to adjust your aim. Slowly raise your gun until the center of your crosshairs is pointed at the target's head.



NOTE

It is difficult to get a head shot with a pistol if your target is far away. But head shots are deadly in close combat.

Next, you learn how to switch between multiple targets. Aiming is automatic. Your gun trains itself on the target closest to the center of your view, but you can choose another target



by moving the gun while you are aiming. The crosshairs snap to the next target when you move it. Practice head shots and torso shots on the targets.

After you learn the basics of aiming, JC's pistol challenge commences. Shoot at the targets as they approach. You need to score 250 points, and you get more points for head shots.



Get a few head shots in the beginning. It gets harder to take the time to aim as the targets get more numerous and move more quickly.



You need 250 points to beat the challenge. You should have no trouble besting that score.

PISTOLS



every nearby enemy running to your position.

When using a pistol, try for the head shot. Because you only use them against enemies who are close by, you will have little trouble making the aiming adjustment needed to get the added damage. You'll save ammunition, and you'll take down your enemies more quickly.

Never go for a head shot on a distant enemy; pistols aren't accurate enough.



JC's second challenge teaches you to fire from cover. Crouch and take cover behind the barricade in the room's center. Four soldiers, also behind barricades, are firing at you. You must hit each of them three times.

Lean left or right by holding **aim**, then moving in the respective position. You can also pop up from a covered position by moving forward.



Pistols are great close-combat weapons, though they are less accurate at longer range. They're also loud, so use them with caution, unless you don't mind

CAUTION

You must hold down **aim** to lean and fire from cover. Moving without aiming results in you sidling around whatever you're hiding behind, making you a prime target for the enemy!

ASSAULT ON THE FACILITY

After you finish JC's training, a secret area opens. Following this route is fun, but it won't lead you anywhere but an early grave and a somewhat altered death sequence than normal.



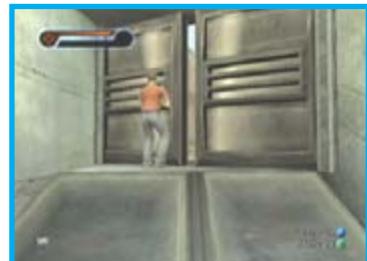
Head to the level's start. A door that was locked is now open. This leads to the weapons locker.

Inside is an assault rifle. When you pick it up, Vattic says he doesn't think this is a good idea. If you equip the rifle and JC sees you, he'll tell you to hand it over. You can accept his offer or....



Prepare to fight every soldier in the compound. This won't have a happy ending. It's a good thing there's a checkpoint right after JC's training.

After your pistol training, it's time to try some real target practice. Head to the obstacle course entrance.

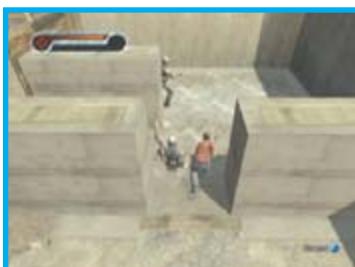




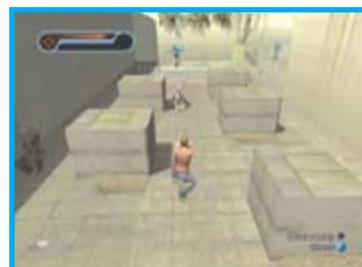
Three soldiers are in view. Take cover at the barricade, and hit them as they make themselves vulnerable. One hit is sufficient for the soldiers in this challenge.



Return through the tunnels, following the path you took the first time you used them. You emerge in the stealth training area. Take cover behind the first block.



Be careful as you approach the ladder; another soldier waits behind the last barricade.

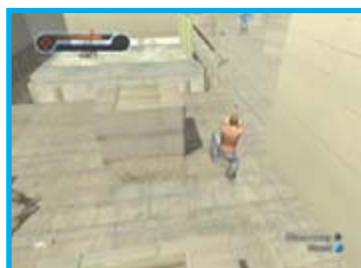


You can take down both soldiers in this area from your first position.

Move into the next area, up the next ladder, and drop to grab the ledge. Cross the water. Watch for the soldier on the far end.



When his back is turned, climb up and take him down. Go down the ladder, take out the nearby soldier, and move into the tunnels.



Move to the right block near the ditch. Lean out to the right. From here, you can eliminate both of the soldiers in the next area.



A new passage opens in the tunnels. Continue forward, and follow the turns until you come to a grate with a view of the yard.



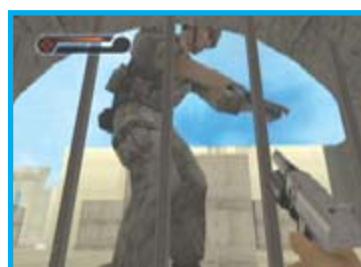
Drop in the ditch, follow it around, climb up the wall, and head into the next area.



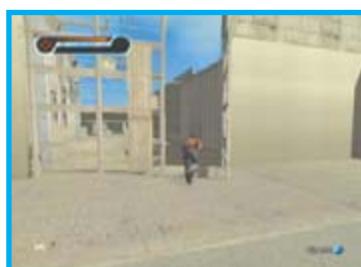
Take cover against the building, and move to the right. Lean out to take down the final soldier, at the building's far side.



From here, you can take down one of the soldiers outside.



Proceed through the gate to complete the exercise.





You've made JC proud. Now it's time to meet Franklin, who will teach you the basics of sniping.

Franklin's sniping challenge is similar to JC's pistol challenge. You need to get 250 points to prove your mettle. The one difference is, as the name suggests, you use a sniper rifle instead of a pistol.



Get head shots early. The targets come more frequently and more quickly, making it unwise to take the extra time needed to aim for a head shot. Even with torso shots, though, you'll have

little trouble reaching the target score.

SNIPER RIFLES



Sniper rifles are one of the most effective weapons available. As with other firearms, sniper

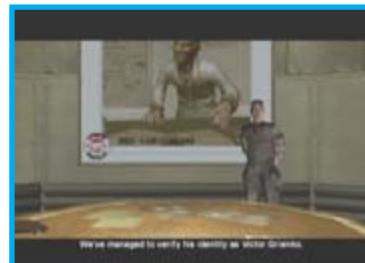
rifles automatically target any enemies when you aim them. What's great about this, though, is that sniper rifles have such a long range that you can spot enemies far in the distance—enemies you weren't even aware of—by aiming the rifle.

Sniper rifles have two levels of zoom. Look in the right corner to see the scope. When you aim the rifle, the scope zooms in. If an enemy is in sight, however, it zooms in closer.

Sniper rifles are unsteady, so be careful when aiming for a head shot. No matter how steady you are, the gun bobs. Line up the shot before you fire.



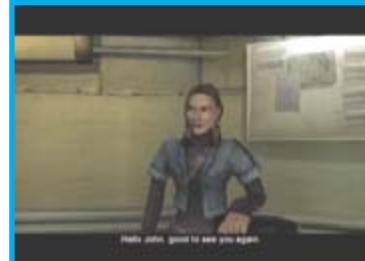
The briefing begins after you complete Franklin's sniping challenge. The team is being sent to hunt a scientist named Viktor Grienko. Grienko has been doing research into psychic phenomena.



The destination is a small town in Siberia, where Grienko was carrying out his experiments. As a prominent debunker of psychic phenomena, your role in the mission is unclear.



You meet most of the team during the briefing, but one team member stands out: a "mystic" named Jayne Wilde. Wilde and Vattic apparently have some history.



STARKE'S CHALLENGE

After you finish both JC's challenge and Franklin's challenge, you can access either of them from the level select menu. Select "Preparation" from the menu to replay either of their challenges.



You can now access Starke's challenge from the same menu. This tough test requires you to fight through a large group of soldiers.

You get three weapons in this challenge: A sniper rifle, a pistol, and a tranquilizer gun. You won't find any ammunition, so make every shot count.



Crouch, then run into the challenge area. Take cover behind the wall, and aim at the nearby soldier with the sniper rifle. Take him down with a head shot.

Starke warns you about the snipers on the roof, but they're most likely already firing at you. You can hit all three from your cover position, but don't leave yourself exposed when you lean out to fire—they are good shots.



Turn to your right and take out the other soldier near the wall. He'll discover the first soldier's body and call for reinforcements, so take him down before he has a chance to alert anyone.



If you're worried about the security cameras, take them out with a single shot to the front. Shots to the side aren't as effective.



Move to the far right wall. There's a crawlspace nearby. Before you enter, take out the two soldiers and the camera ahead.



Enter the crawlspace after you deal with the two soldiers.



When you emerge from the passage, follow the right wall forward. Turn a corner, and take out the soldier waiting here.



Another soldier appears on the stairway ahead. Eliminate him, then hug the wall to avoid the nearby camera, or shoot it to disable it. Run forward and up the stairs.



At the top of the stairs, find an open vent. Climb in and follow the passage around.



Exit the vent and climb down the ladder. Run down the stairs into the next room.



A soldier enters the room through the large door. Tranquilize or shoot him, and he drops a key to the warehouse. Pick it up.



The door to the warehouse is near the ladder. Return to the hall, and open the door with the key.

There are several soldiers in the warehouse, so find cover and deal with them, or get past them without being spotted.



Run up the ramp at the room's far side. When you reach the top, you've completed Starke's challenge.

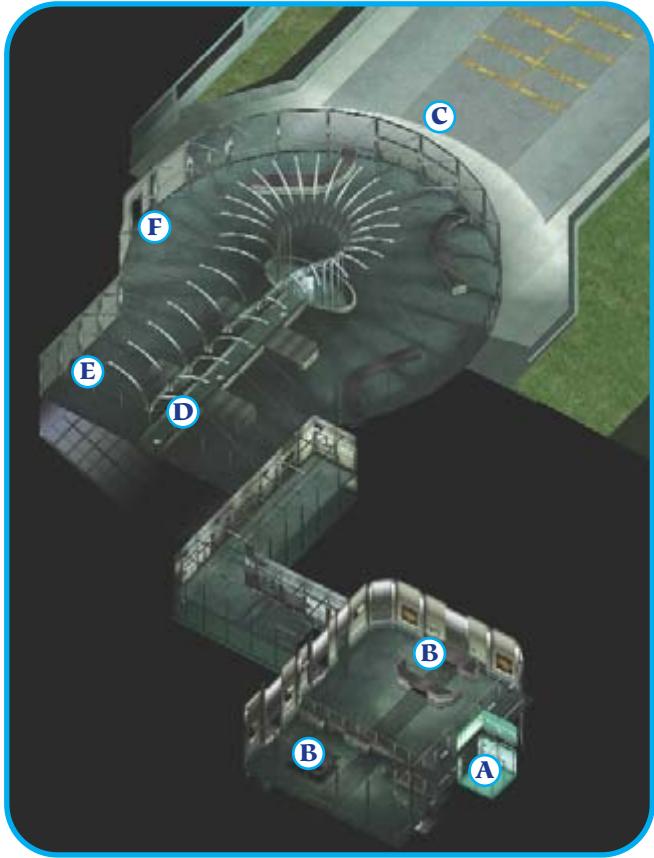
If you play Starke's challenge a second time, try another route from the beginning. Instead of using the crawl-space, move through the gap in the wall on the compound's left side.



Follow the wall all the way forward, and find Ballard, who can heal you. Delay his aid until you need it—taking this route means you must deal with the reinforcements that arrive midway through the challenge.



Experimentation



A Elevator **N** Microanalysis A

B Computers **O** Conveyor Belt

C Police

P Store Room

D Fountain Railing

Q Vent to Patient Records Room

E Vent to Labs

R Door to Patient Records Room

F Door to Labs

S From Chem-Store 1

G From Foyer

T Decontamination Vents

H Fuse Box

U Chem-Store 2

I Primate Lab

V Conveyor Belt Controls

J Patient Records Room Key

W From Microanalysis

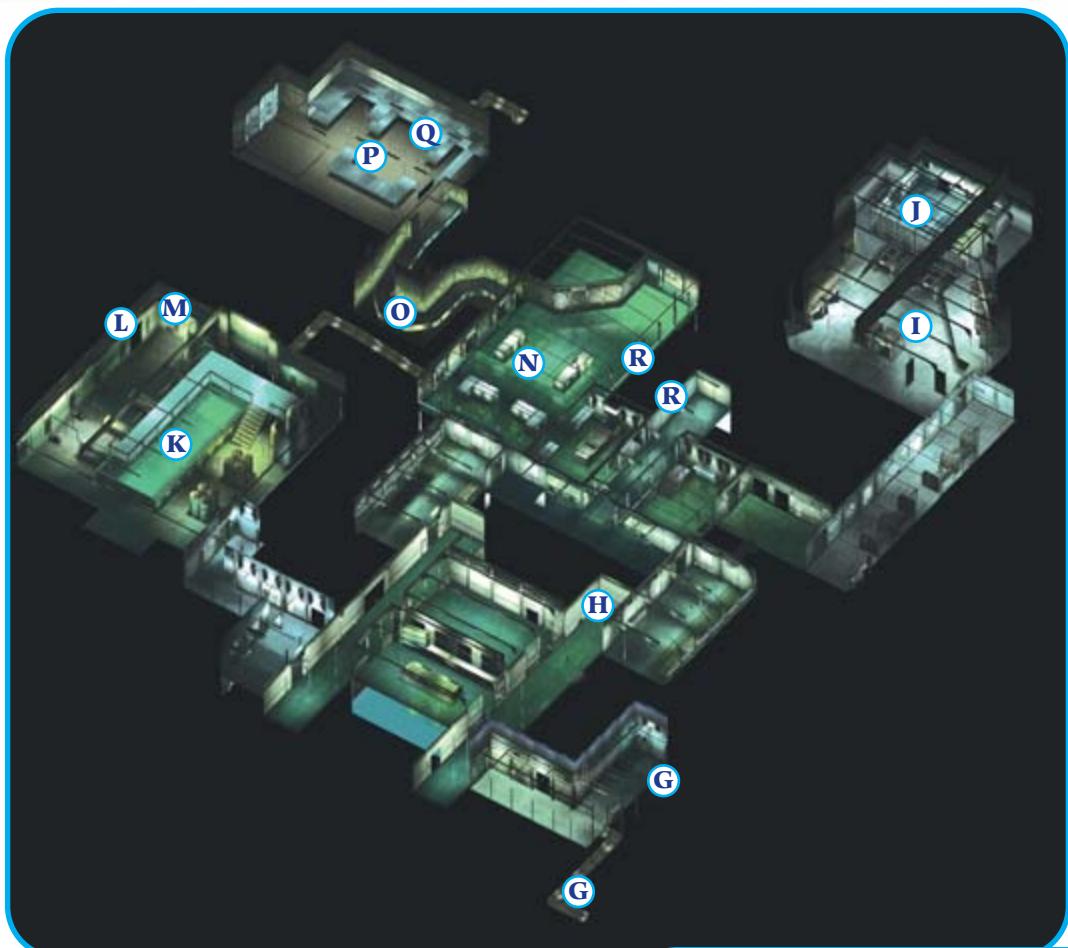
K Chem-Store 1

X From Store Room

L Door to Chem-Store 2

Y Computer

Experimentation

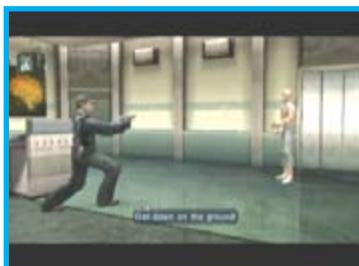


DATE: October 5th

LOCATION: Osiris Medical Facility

NEW PSI POWERS: Psi pulse, charm

NEW WEAPONS: Tranquillizer gun



records and shine light on the situation. Unfortunately, the guard in the lobby has other ideas.



Your fear triggers another new power: psi pulse. This is a powerful weapon, able to kill all but the most powerful enemies. It is handy as you search for answers.

PSI POWER: PSI PULSE



Psi pulse is your first, and best, offensive power. It's a large ball of psychic energy that you hurl at an opponent, causing a great deal of damage. It saps a large percentage of your energy—you can fire only two blasts before

you need to recharge—but it kills most opponents with a single shot.

You aim psi pulse as you would a weapon. Select it from your powers (it's listed as "psi attack,") hold down **aim**, choose a target, then **use power** to fire the blast.



Use the computer to shut down the security cameras in the area. Click the button marked with an "X" to turn a camera off, then use the arrows to move to the next camera.

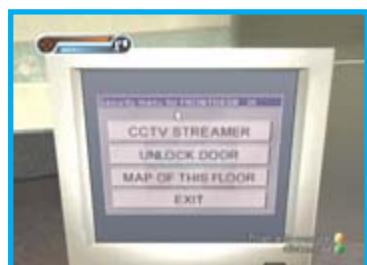


You can also access a map of the floor. In the far north is the patient records room.



These readouts prove that something strange is going on here.

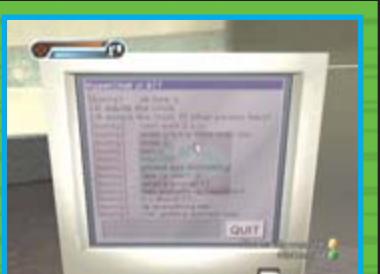
Close the notebook and head to the guard's desk. Use his computer to unlock the nearby door. You can also see the map and shut down the cameras from this computer, if you haven't done so already.



Experimentation

NOTE

If you open the chat program on the guard's computer, someone named "bunny" begins chatting with you. When you don't respond, she starts getting worried and types increasingly frantic messages.



Go through the newly unlocked door, down the hall, and out the door into the foyer.



You're more dangerous than you might have guessed. The police are here in full force, and they aren't planning to let you escape. Thankfully, you weren't planning to leave yet.



Test out your psi pulse. Use the planters or the bulletin boards as cover, then lean out and fire at the police. They keep coming, though, so after a few practice shots, move on. You need to find a way out of this room.



The door on the opposite side of the foyer is dangerously close to the police. Hop over the railings near the back.



A small duct is behind some crates. Move them aside, crouch, and crawl in.



Crawl through the passage, go straight down the hall, and open the door at the far end.



Through the door, people are talking about your escape. Avoid them. Unfortunately, a security guard is posted at the hall's far end. Use telekinesis on the fuse box near the guard to distract him.



After the guard turns his back, move down the hall and enter the second door on your left.



Walk through the room and into the corridor. Turn right and enter the door. Sneak behind the researcher and out the door at the room's opposite end.



Another security guard is watching the doors to the research labs. Use telekinesis on the camera to distract him.

When he's preoccupied with the camera's strange behavior, bolt for the door ahead and to the right.



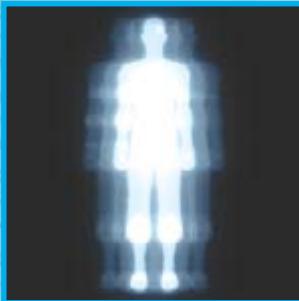
NOTE

If you didn't use the computer to disable the security cameras, you can use telekinesis on them. This makes them malfunction.

Go through the small hall. A guard approaches, but something strange happens. You turn almost invisible. He sees you, but thinks nothing of it. You've unlocked a new power: charm.



PSI POWER: CHARM



Charm allows you to sneak past opponents in plain sight. It does so by erasing you from their mind as you pass. Charm is useful, but it only lasts a short time. With full psychic energy, you can remain charmed for 15 seconds.

Don't be too cavalier when using charm—security cameras can still spot you, which obliterates the effect.

Later, you'll be able to use charm on friendly characters. For now, though, its primary use is for sneaking past the enemy.



Select charm and use it. Run past the guard to the door at the hall's end.



Remain charmed when you enter the lab. The cages here contain gorillas, and they'll panic if they see you. If they panic, the door to the research station will lock. Run up the ramp. There's a doctor in the next room; if you don't want to attack him, allow your psi energy to refill so you can activate charm. Go through the door.

Attack or sneak around the doctor. Grab the patient records room key from the table near his computer. His computer has access to the security cameras, so turn them off now if you haven't already.



If anyone sets off the alarm, you can deactivate it. Look for a switch on the wall, leading to a flashing light. If the light is red, the alarm is on. Use the switch to shut it off.



Grab the tranquillizer gun from the table before leaving. Head out past the cages and into the hall.



Tranquillize the guard, then, if you're spotted, take out the researcher and the guard in the next room.

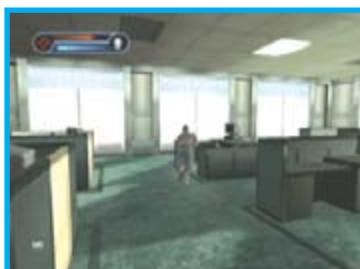
Use charm to run past the guard and go through the door.



Go through the door at the corridor's end, and continue forward until you reach the records room. Use the key to open the door.



You can charm your way past the guard and the researchers, but it's a long trip. Instead, use the tranquillizer gun to take them down.



A computer on a desk in the back corner is powered up. Use it to access your records.

TRANQUILLIZER GUNS

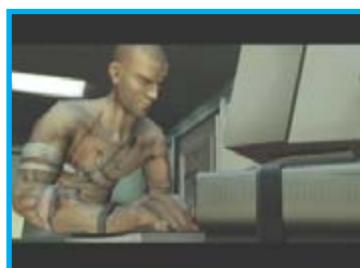


Tranquillizer guns allow you to take down enemies and employees without killing them. A head shot takes almost any enemy down,

and a pair of torso shots puts almost anyone to sleep. Tranquillizer guns have unlimited ammunition. Regular tranquillizer guns need to be reloaded after every shot, but you can fire heavy transqs three times before reloading. Heavy tranquillizers still need to be cocked after every shot, making them slower than lethal weapons.

The first shot tranquilizes an opponent. Tranquilized enemies react slower than normal, and are marked by a ring of stars over their heads. You can be tranquilized as well, and you'll notice that your reaction times are slower.

The computer has only a few pieces of information about the WinterICE mission. It notes that you have been incarcerated, but more shocking is the news about Jayne Wilde.



PRIMERICA SECURITY
CLASSIFIED
Civilian Personnel
Vatic, John: INCARCERATED
Wilde, Jayne: KILLED IN ACTION
Put: 11/11/2012 15:04
Area: 1000 - Free Range

Jayne Wilde, according to the computer, was killed in action. This triggers something in your mind, and you are pulled into the past.

ALTERNATE ROUTE

There is a second, but more complicated route, through the floor.

After using telekinesis on the fuse box and sneaking by the guard, move left down the next corridor, heading toward the hazardous materials area.



Proceed through the hazardous materials area, either attacking the guards or avoiding them. Use telekinesis on the wall switches to distract the worker.



If you take this route, you'll learn charm in the hall past the hazardous materials area.



The room at the end of the hall is contaminated, and the decontamination process is going slowly. Use telekinesis on the fans to speed it up.



Enter the room and run to the back window. Use telekinesis on the switch near the conveyer belt. Return to the hazardous materials room.



Open the vent near the door and crawl through.



The vent leads to the microanalysis lab.



Jump on the conveyor belt, and follow it to the storage room.

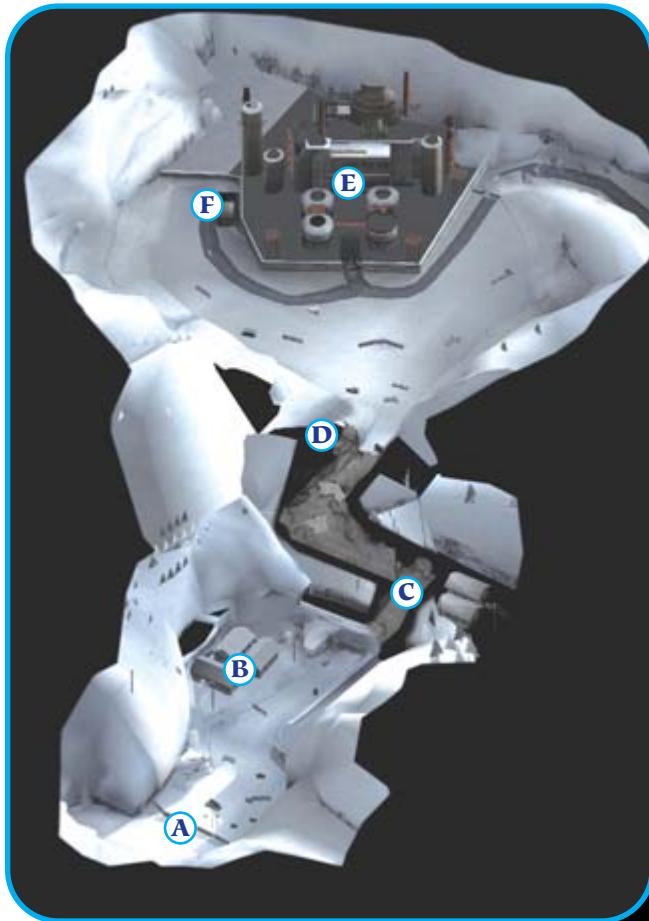


Crawl into the open vent under the shelves at the back of the room.

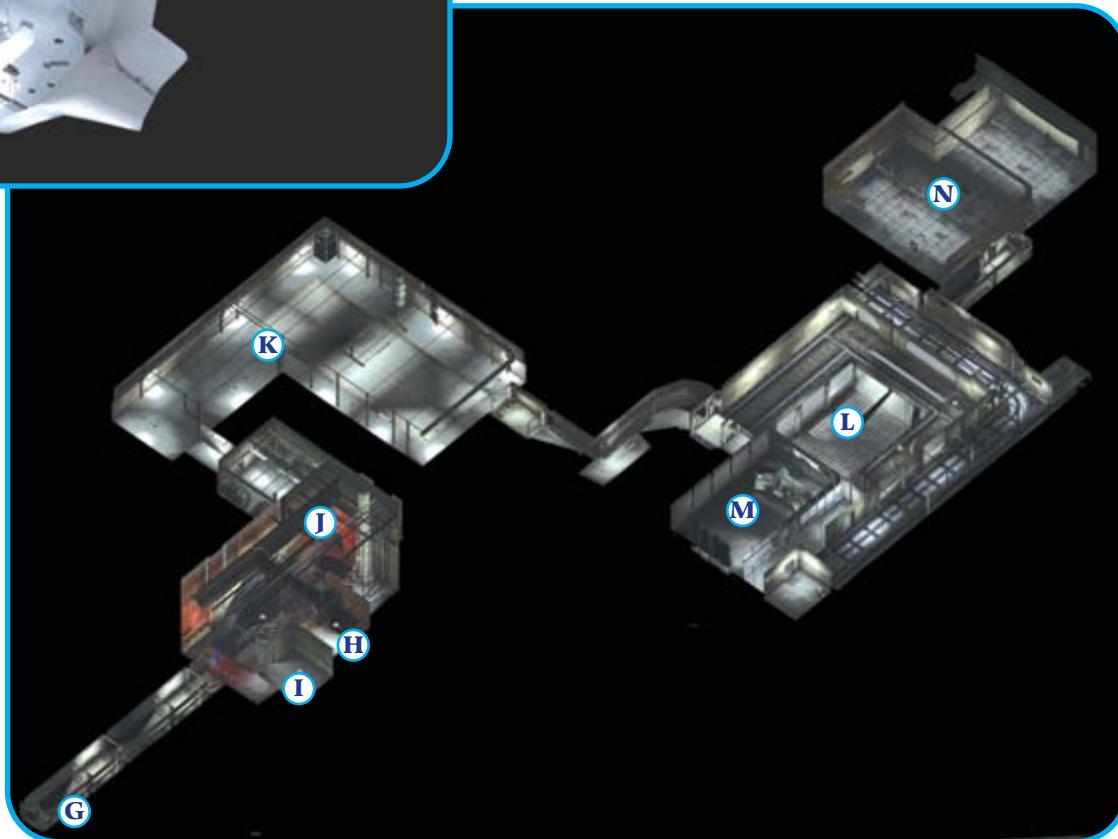


You emerge in the patient records room. The computer with your records is outside the vent.

Fieldwork



A Starting Point	I Storage Room
B Russian Soldiers	J Locked Door
C Tunnel	K Russian Soldiers
D Sniping Point	L Russian Soldiers/Ladder to Second Floor
E Pipeline Building	M Control Room
F Entrance to Building	N Russian Soldiers/Exit
G From Outside	
H Switch	



DATE: February 21st

LOCATION: Huvat Plateau, Siberia

NEW PSI POWERS: None

NEW WEAPONS: Soviet pistol, Soviet rifle



The WinterICE team has arrived in Siberia, headed toward Grienko's last known location. You aren't convinced that your role in the operation is necessary, but Wilde assures you it is.

En route, the team is ambushed by snipers. JC is wounded. The team scrambles to take up a defensive position.



Take cover near the wooden fence ahead. The snipers have the high ground advantage, but your sniper rifle gives you enough offensive power to take them down.

Lean out from the fence and take down any enemies in range. The rest of the team provides ample return fire as well.



Move up to the next barricade: the pair of barrels ahead. Lean out and fire at anyone in sight.

The third barricade is the next wooden fence, past the stone wall. From here, you can clear out the remaining snipers.

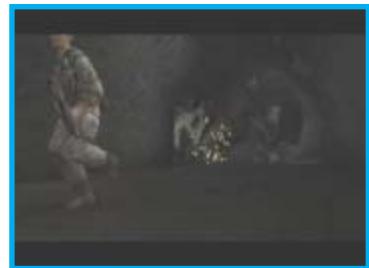


If you're hurt and your squad is close by, talk to Ballard for some healing.



Take up a position near the cave's mouth. Two enemies momentarily appear in the cave. Help your team take them out. Run in and grab their weapons after they're eliminated.

The cave is blocked, so Tex needs to blow a new passage through the wall. Wait for him to set his charge and clear out, then follow the team into the cave.



The tunnel turns left near the cave-in. In a cavern ahead, your team engages the enemy. Run into the cavern and take cover.

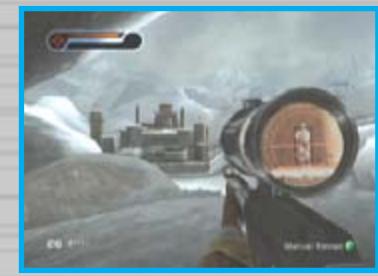


There are two enemies here. Equip the pistol or use the sniper rifle and take them down.

Follow your team out of the cave. The building ahead is swarming with snipers. Fire at anyone you see. The snipers keep coming, so be quick and accurate.



There's a small ledge on the cave exit's left side. Climb up to find a good sniper position.



You're in first-person mode, so you need to manually aim. Look for enemy fire and point your gun in the vicinity until you see the sniper in your scope.



Follow the road around the building to a small shed. Wilde has gone inside. Follow her.



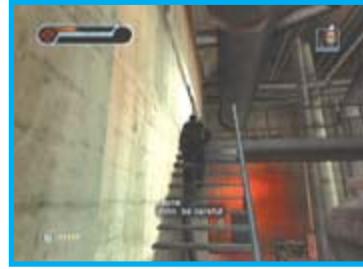
You suspect the building is about to blow. You plead with Wilde to leave, and you both head into a passage running under the building.



Follow the corridor. It ends at a ladder. Climb up into the machine room.



The exit from the room is locked. Wilde says that it's connected to the machine.



Run up the stairs to the walkway. Follow the walkway around to a small storage room.



Inside is a Soviet rifle, a note about removing Grienko's research from the premises, and a health dispenser.

SOVIET RIFLES



The Soviet rifle is a good assault weapon. It can take down most enemies in the area with a single burst of fire. Ammunition is

somewhat scarce, but you can pick it up from fallen enemies. Use the Soviet rifle as your primary weapon throughout the rest of the mission, but switch to the pistol for close combat.

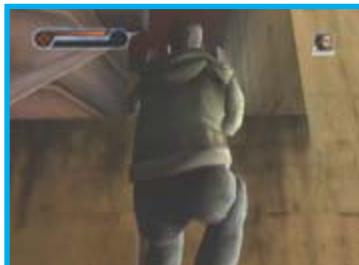


Tranquilize the other soldiers in the room. Wilde once again takes the lead.



Before leaving the room, stop at the health dispenser if you've taken damage. You want to be at full health for what's ahead.

Outside the storage room is a ladder. Climb up.



Pull the switch. This stops the machine and opens the door.

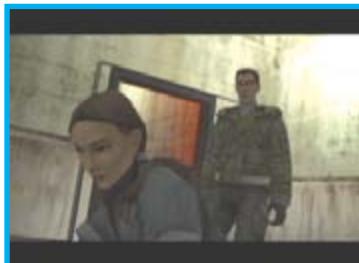


Follow Wilde through the hallway and take cover at the corner before entering the next room. She'll take cover near the center. Lean in and take out the visible soldiers on the second floor. You should be able to see two of them. There are five soldiers in this room, three of whom are on the upper floor.

CAUTION

Watch Wilde's portrait in the screen's corner. It lets you know how much damage she's taken. If she's getting seriously hurt, turn your attention to whoever is attacking her. If Wilde dies, the mission is a failure.

A grisly scene awaits you in the next room: a dead man who, according to Wilde, has been tortured. Wilde panics. There are still soldiers in the area. Follow her through the door.



Wilde stops before entering the next area, allowing you to go first and take out the patrolling enemies. Take cover against the crates and tranquilize the first soldier in the room.



Crouch and move into the room. Take cover against the machinery in the center and attack the single soldier remaining on the second level.





Two more enemies remain, both at the far end of the room. They're well covered, so you need to move forward and take a position nearby. Once they're dead, Wilde attempts to open the exit door, but it's locked. She says it appears to be computer-controlled.

Follow her up the ladder and through the doorway.



Continue following Wilde to the control room.

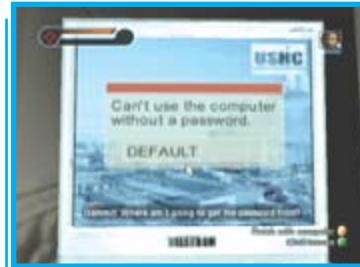


Outside the control room is a health dispenser. Use it if you're hurt.



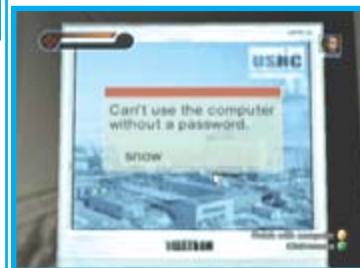
NOTE

If you stand around long enough, Wilde wanders into the bathroom and expresses her extreme disgust at its sorry state.

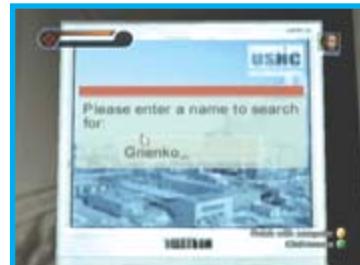


You find a computer inside the control room. Unfortunately, it's password-protected, and the operator is lying dead on the console.

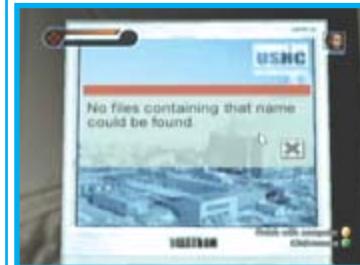
Wilde says she can help. Touching the dead man, she learns that he was scared, and that he was attempting to send for help. His password, she tells you, is "snow."



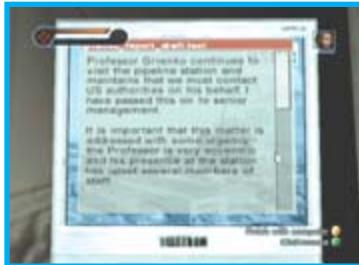
Use the computer again and click on the password entry field. "Snow" works.



Search the computer for documents related to "Grienko."



You can't seem to find any useful files on the computer. Before giving up hope, though, check the computer's trash.

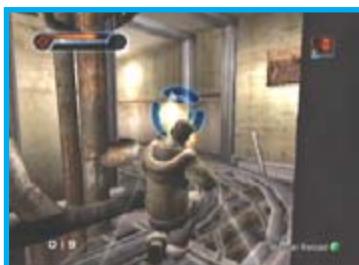


Bingo. The files in the trash inform you that Grienko has been taken to a small town called Dubrensk. Just as you find the files, Starke contacts you. He tells you to get out of the compound.



Four Russian soldiers have taken control of the hallway. Take cover and engage them. Shoot at the red fuel canisters for some impromptu explosions.

The fourth soldier waits by the doorway. Kill him before proceeding.



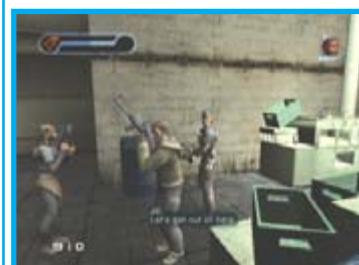
Climb down the ladder and through the now-open door.

Take cover against the machinery ahead. Five Russian soldiers guard the room. Lean out and fire at anyone in sight, then move to a better position in the center of the room.



From the center, attack the remaining soldiers guarding the exit. Be extra cautious if you're hurt. They have good cover, and they're all using Soviet rifles.

Wait until you have a clean shot before leaning out and making yourself vulnerable.



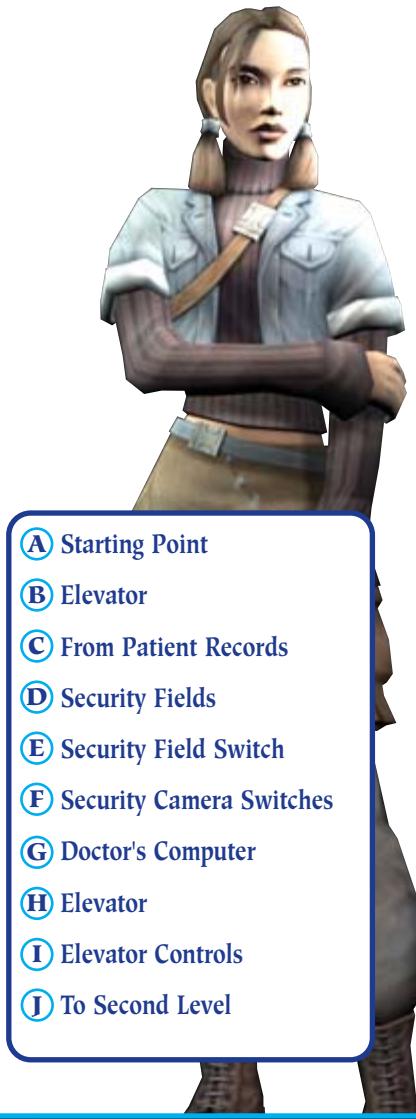
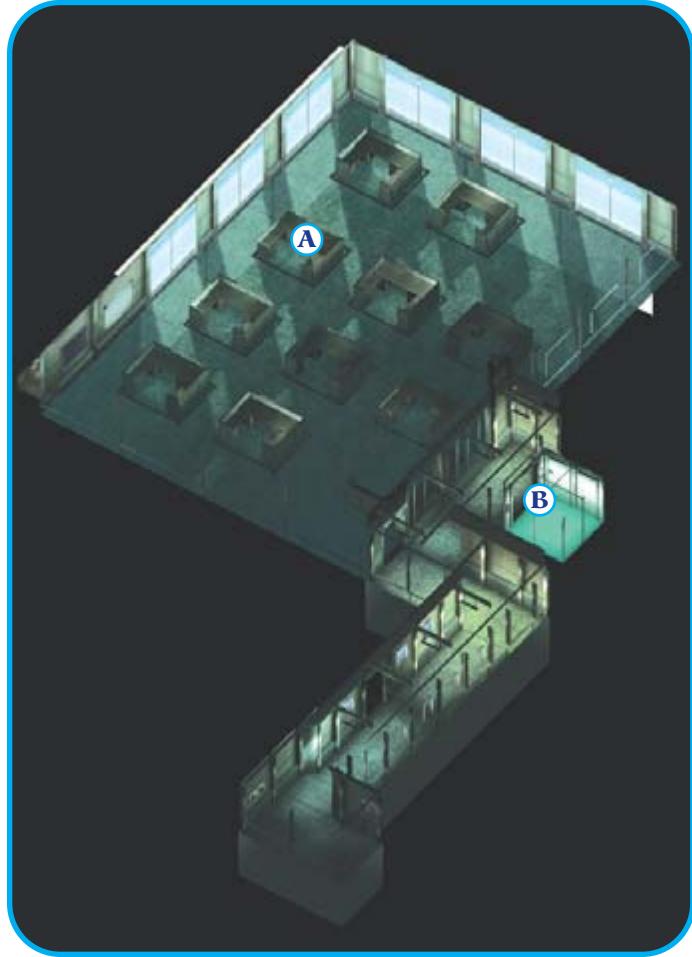
JC arrives just in time to miss all the action. Your team waits outside. Grienko wasn't here, but at least everyone on the team made it through safely.



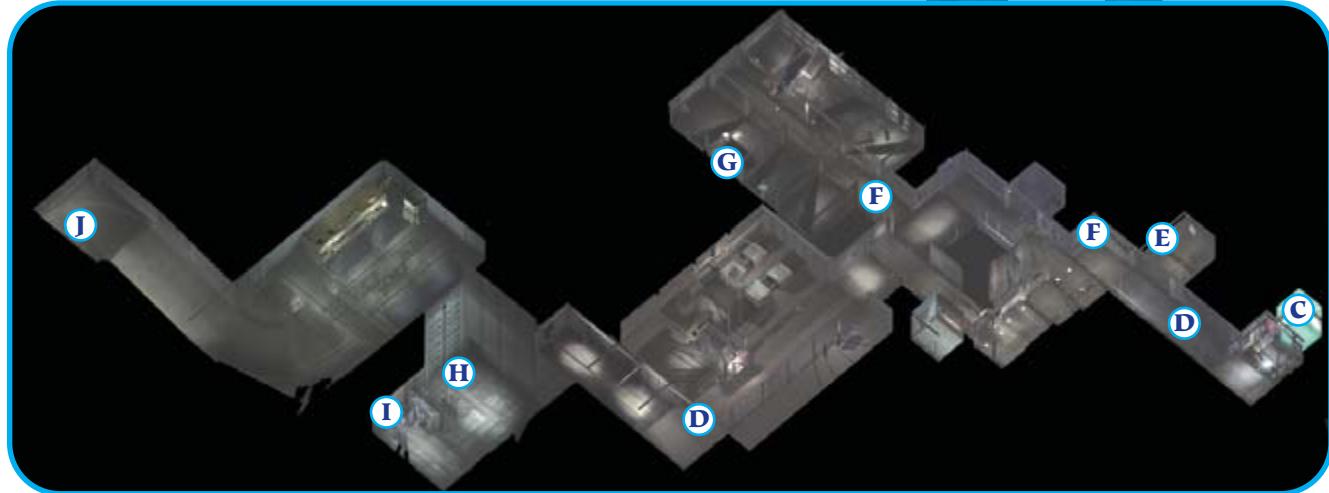
After you get patched up, Wilde thanks you for saving her life. You snap out of the flashback. Wilde is alive? But the computer said she was dead.

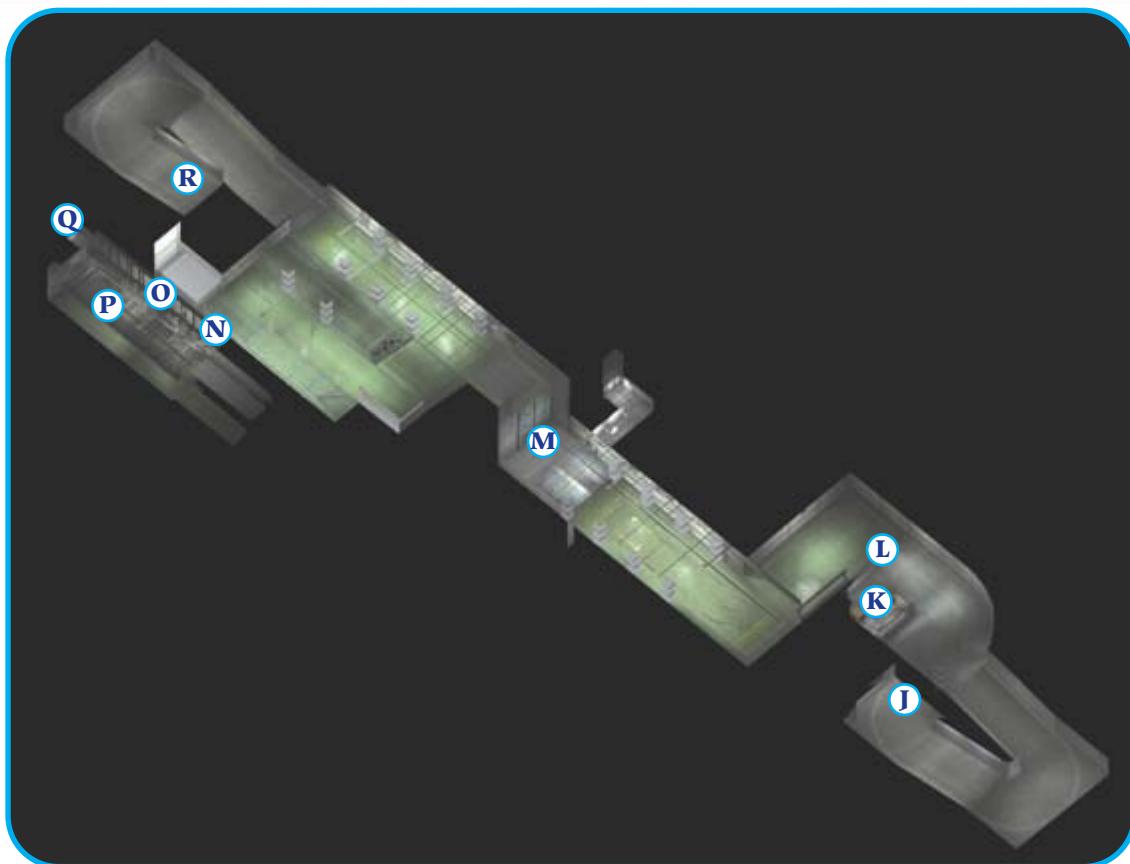


Escape

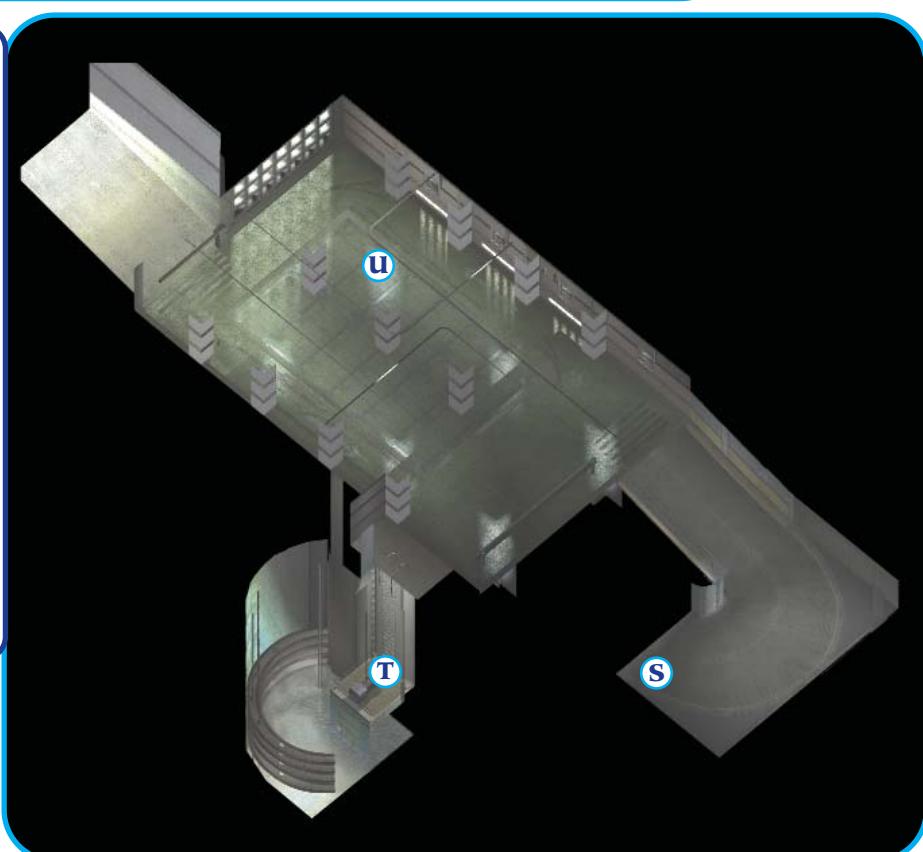


- Ⓐ Starting Point
- Ⓑ Elevator
- Ⓒ From Patient Records
- Ⓓ Security Fields
- Ⓔ Security Field Switch
- Ⓕ Security Camera Switches
- Ⓖ Doctor's Computer
- Ⓗ Elevator
- Ⓘ Elevator Controls
- Ⓛ To Second Level





- ❶ From First Level
- ❷ Gate Controls
- ❸ Gate
- ❹ Elevator
- ❺ Ladder to Maintenance Area
- ❻ Security Gate
- ❽ Assault Rifle
- ❾ Ladder to Third Level
- ❿ Ramp to Third Level
- ❻ Ramp to Second Level
- ❽ Ladder to Second Level
- ❻ Vehicle



DATE: October 5th

LOCATION: Osiris Medical Facility

NEW PSI POWERS: Projection

NEW WEAPONS: Submachine gun, assault rifle



time to ponder this strange turn of events. You need to escape and pay a visit to Vermont.

As soon as the flashback ends, security guards overrun the records room. The whole area has been locked down. Use charm to run past the guards and out the door.



Turn left outside the records room and head for the elevator. Activate the elevator and get inside.



NOTE

The rest of the floor has been locked down. You need to head to the basement to find a means of escape.

As you emerge from the elevator, pause a moment and let your psi energy replenish.



A security field blocks the corridor. There's no way past it, and it causes a great amount of pain if touched.



You're overcome by an episode. You split into two: your physical form and an intangible ghost-like version. The ghost runs through the field and presses the switch on the other side. The field is disabled.

PSI POWER: PROJECTION



Projection allows you to force your mind to actually leave your body and take on a somewhat physical form. While projected, you can affect some objects, such as switches, but not other people—for now. Your projected self cannot

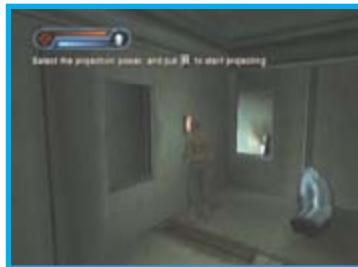
walk through solid objects, but it can move through security gates.

Unlike charm, projection does not alert security cameras. When you deactivate the power, or when your psychic energy runs out, your mind immediately returns to your body at the location where the power was activated.



You can maintain projection for roughly 30 seconds.

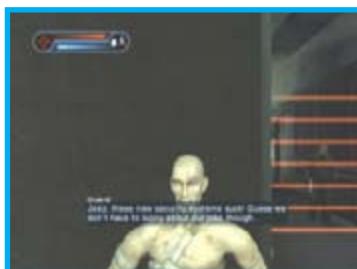
Run through the field and reactivate it by pressing the switch.



Return to your body and recharge your energy. Use charm, then run forward past the two switches into the area where the doctor is working. Hide in one of the nearby cabinets.



Guards come to investigate the brief interruption in the field. Hide against the wall and listen to their conversation; they reveal what they think about the new security systems.



Peek out and use telekinesis on the clock. Then wait for the doctor to access his computer. After he's logged in, jump out and use the tranquillizer gun to knock him out.



When the guards are gone, use projection again. Run forward and hit the switch on the wall ahead.



This deactivates the security camera nearby. Return to your body, wait for your energy to replenish, and then project again.



Run forward past the switch and into the next area. Note the security field to your left. In a short corridor ahead, you see two more switches. Press them to deactivate two more cameras.



Use charm to run back past the construction workers and through the now-disabled security field.



NOTE

Using the doctor's computer gives you access to a small area much later in the mission. It's completely unnecessary, though. If you don't want to go to the trouble, just project yourself through the second security field, disable it, then charm your way past the construction workers and guards into the next area.



FUN WITH THE WORKERS

If you want to mess with the workers, use telekinesis on the clocks. They'll think it's time to go home. You can also use telekinesis on the furnace, which they'll try to fix. If you do it three times, it breaks and they panic.



When you reach the top, three guards confront you. They approach menacingly, but a huge burst of energy erupts from your head, knocking everyone down.

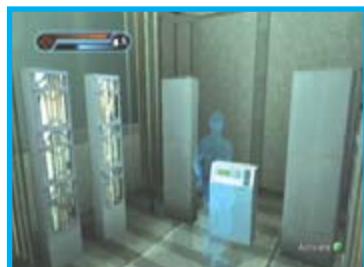


After the second security gate, you're immediately confronted by another guard. You need to get rid of him, so don't try to charm your way past. Either tranquilize him or

knock him out with a psi pulse, then run down the corridor and turn left.



Enter the elevator. Use projection, then exit the elevator. Run over to the control panel on the far side of the room.



Use your projected self to press the button and activate the elevator.

Once the guards are down, use your tranquilizer gun or just kick them to finish them off. Grab their weapons—there's a serious firefight just ahead.

PSI POWER: PSI BLAST



Psi blast is a slight variation on psi pulse. It knocks out all opponents in a single area for a short time. However, because they are not dead, tranquilize or shoot any fallen opponents after using the power.



To use psi blast, select psi attack from your powers menu. Then press and hold **use power** to charge it up. Continue holding the button until you fire off the blast. Do not press **aim** when using psi blast, otherwise you will use psi pulse instead.

Cancel projection, and you snap back into your body, already on the elevator as it ascends.



Move forward and take cover against the wall next to the ramp. There are numerous guards at the top, so use this position to take out the first wave.



SUBMACHINE GUNS



You get your first submachine gun from one of the guards knocked out by your psi blast. The submachine gun allows you to fire a concentrated burst of bullets at

the enemy, but it's not always accurate, especially at long and medium ranges. This is good for you—most of the guards you face use these, putting them at a disadvantage. The submachine gun overcomes its inaccuracy by firing very quickly, meaning that at least a few of your shots are going to hit their target.

After the tide of guards has subsided, one is most likely still hiding behind the boxes on the right side of the next level. Run to the white crate and take cover to get a better shot at him.



Continue up the ramp and take cover against the curved wall leading to the next level. Fight the next group of guards from this position.



Keep moving up the ramp. At the next switchback, guards await at the bend. Unlock the camera to more easily target them. Take out everyone in sight.



You have a brief break here, so heal if you're hurt.

Run up past the crates and enter the guard station next to the closed gate.



A lone guard is stationed inside. You can sneak up behind him and break his neck, tranquilize him, or psi pulse him. There's no point in wasting ammunition.



Press the switch on the wall to open the gate outside.



Two guards patrol the next corridor. Attack them, then carefully move to the other end.



Break's over! Guards overrun the hall leading to the next elevator. Quickly take cover against the right support beam.

From this position, attack the guards in the center and on the left of the corridor.



When the guards are down, move forward slightly and turn left. Another guard is stationed on the ramp.



When the left side and the center are clear, run and take cover behind a support beam on the opposite side. From here, take out the guards on the right.

Make sure you get everyone before proceeding. These guards are more cautious than those below, and they wait for you to approach before attacking.



Run toward the elevator when the coast is clear. Beware—a guard comes out of the nearby door as you approach.



Do not go forward just yet. Instead, head up the ramp where the guard was stationed, run down the path, and climb down the ladder at the end.

Enter the elevator and use telekinesis to activate the nearby switch.



NOTE

If you did not deactivate the maintenance field with the doctor's computer, you can't proceed through this next area. Instead, you have to continue moving up the parking ramps.

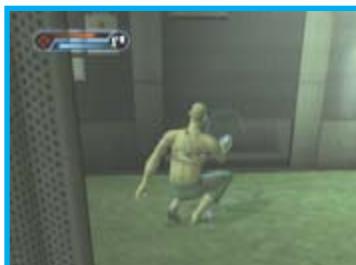


They are after you in full force. More guards are stationed in this hallway. Take cover behind the nearby crates and attack the guards hiding behind the support beams ahead.

This walkway was previously blocked by a field, but you can pass if you used the doctor's computer to disable it. You now have two choices: you can completely avoid the next bit of combat, or you can find an edge to make the fighting a bit easier.



If you want to take the peaceful route, run down the walkway and climb the ladder at the very end. This puts you at the top of the garage and in plain sight of the exit—with no opposition around.



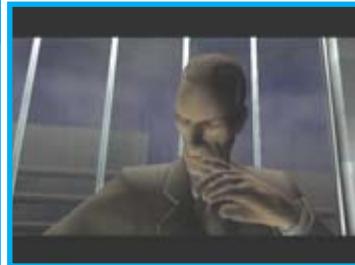
Otherwise, climb down the ladder into the small room below. An assault rifle is hidden in a vent. Use telekinesis to grab it. Then climb back up, turn right, and climb back into the garage.



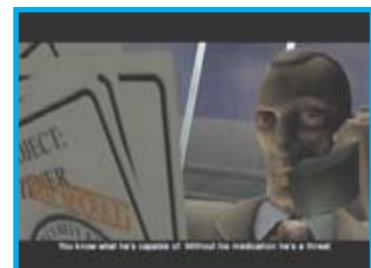
Take cover behind the crate and attack when you have a clear shot. They are also behind cover, so aim for their heads if you can't get a clean shot.



At the top of the ramp, you see a single automobile. It looks like you just found your ride to Vermont.



A stern-looking man peruses a series of confidential files. The phone rings.



Apparently you are a very wanted man, and someone won't stop for anything while you're at large—not even a phone call. "You know what he's capable of," the man says. He may know what you're capable of, but you still have a few things to learn.



With the assault rifle in hand, begin moving up the structure's last ramp. You face only moderate resistance on the first ramp.



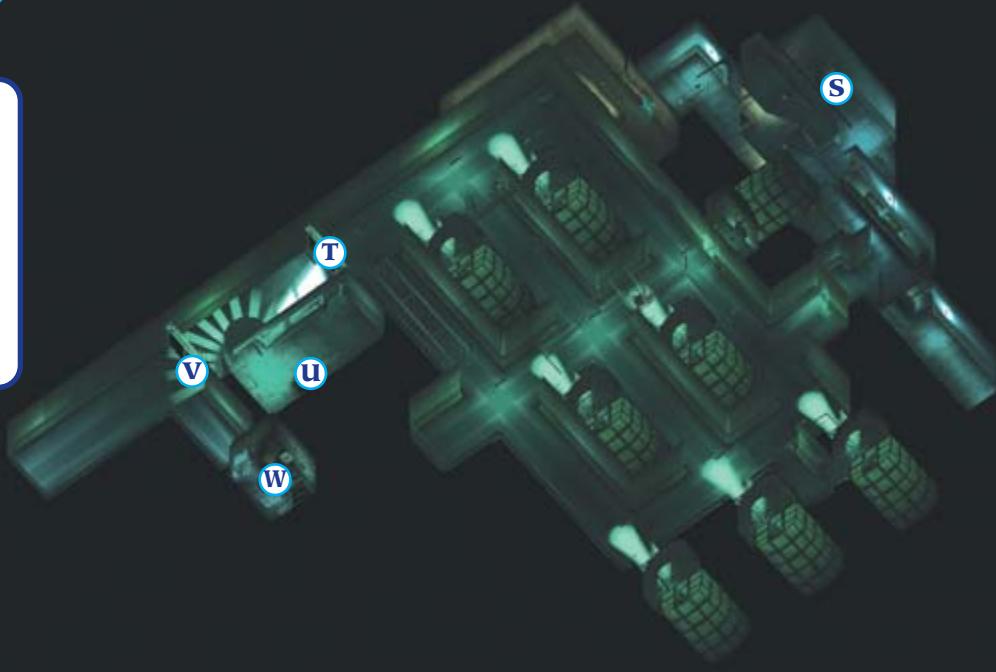
The second ramp is tougher. Two guards attack immediately, with two more arriving shortly after.



Madness



- (S) From Lower Level
- (T) Locked Gate
- (U) Guard Station and Computer
- (V) Locked Gate
- (W) Jayne Wilde's Cell



DATE: October 6th

LOCATION: Penfold Asylum

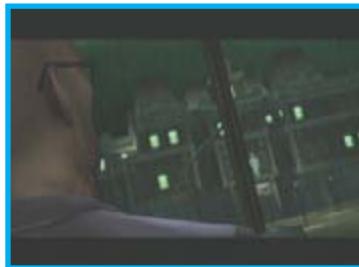
NEW PSI POWERS: Telekinesis upgrade

NEW WEAPONS: Shotgun



You make it to Penfold Asylum and hop the wall.

The asylum is a huge, ominous building. However, you have no choice but to enter: somewhere inside, Jayne Wilde is being held prisoner.

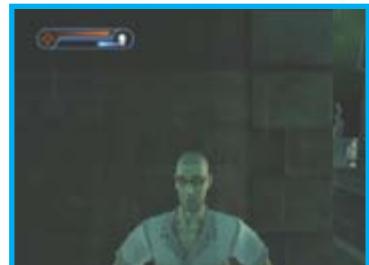


Take cover by the nearby fence and wait for the first guard to pass.

Use charm, then run past the guards and up the stairs.



Take refuge in one of the alcoves near the statue and wait for your energy to recharge.



Charm yourself again, then run out and head for the open window to the right of the statue. Climb inside.

ASYLUM ARSENAL

You can get a couple of great weapons before entering the asylum.



Climb up the water tower ladder right near the starting point. Walk to the left fence, and use telekinesis to get a sniper rifle. Getting the next weapon requires you to eliminate all the guards, so snipe them all before proceeding.



Move to the shed on the left side of the yard once the guards are gone. Climb onto the roof.



Jump up to the ledge and shimmy around to the small ledge, where you can pull yourself up.



Jump up to the next small ledge and shimmy all the way around the front side of the building.



Pull yourself up to the roof and grab the outhouse key. Drop down into the yard. You'll get hurt, so heal yourself after the fall.

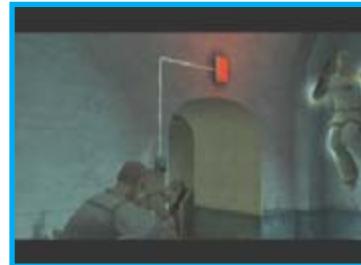


Open the outhouse door. A shotgun lies inside.

NOTE

Alternatively, after picking up sniper rifle on the water tower, if you have the free camera on, it's possible to use telekinesis to pull the key toward you (instead of having to climb up to get it).

Upon entering the asylum, you suffer some sort of mental pain. An orderly comes to investigate the noise. Your telekinesis throws him against a wall—it has somehow grown much stronger.



PSI POWER: TELEKINESIS UPGRADE



You can now pick up enemies with telekinesis. The power works the same as before, but now humans are among the potential targets.

Just as with other targets, humans can be tossed around.

Generally, flinging someone through the air doesn't kill him—it just knocks him briefly unconscious. When he's down, finish him off.

Once an enemy is in the air, you can switch from powers to weapons. He will still hang in the air, and you are free to fire at him. You can also kill an enemy using only telekinesis, but it takes a bit of time. Just drag the person along surfaces or bounce him against walls. Eventually your target drops his weapon, which lets you know he won't be getting up.

Be careful when tossing around armed opponents—often they start firing at random, and often they'll fire randomly right into you.



Go into the hallway and take the tranquilizer gun, which lies on a box near the doorway. Take out the next orderly, who is patrolling ahead. He drops a library key—make sure you grab it.



The asylum's first floor is a maze-like series of corridors and dead ends. You need to find the library. To do so, move forward from the first room, turn right at the junction, then turn left at the next intersection.



Turn left again at the next intersection, then go up the stairs to your right.



Climb up the long spiral staircase to the next floor.

At the top of the stairs is the door to the library. Open it with the key.



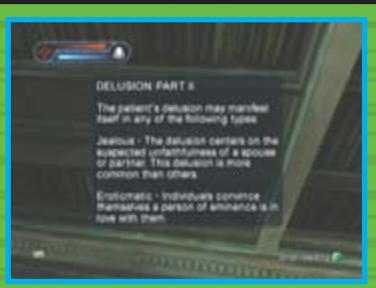
Three doctors are inside the library. You don't have to take out the doctors if you don't want to. As long as you don't threaten any of them, they'll ignore you.

TIP

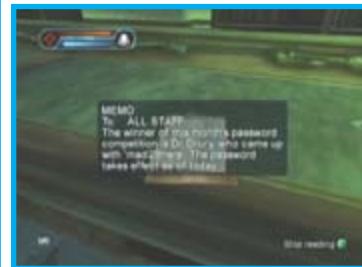
If you want to be sure the doctors won't sound the alarm, tranquilize them. The alarm is on the wall directly opposite the door through which you enter, so guard that end of the library and tranquilize them as they come into view.

NOTE

You can read about various psychological disorders in the books on the library shelves.

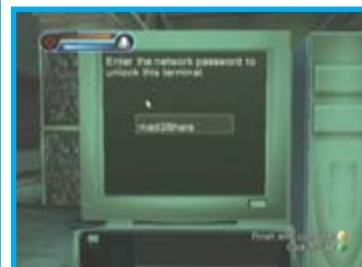


There's a note on the clipboard lying on the large table in the center of the library.

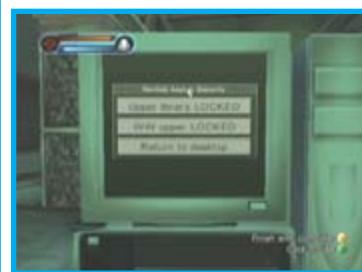


Read the note to learn the asylum's network password: "mad2bhere."

Go to the desk and use the computer.



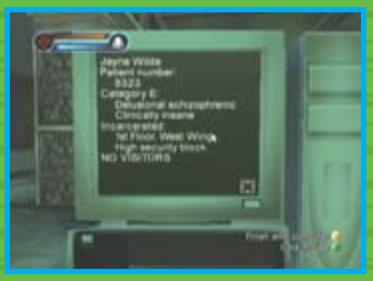
Click on the password field to enter the password and access the computer's files.



You can try to unlock two doors. Click on "Upper Library Doors." This will, obviously, unlock the doors on the upper level. Click on "WW Upper." You receive a message that you cannot unlock the door from this location.

NOTE

Search the patient records for information about Jayne. You learn that she's incarcerated in the west wing's high security block.



Climb up to the library's upper level, then exit through either of the now-unlocked doors.



It leads to an operating theater. The first thing you see is an orderly. Take him out from the safety of the vent.



Go down the stairs to the next level. Look for the orderly on the floor below and tranquilize him.

Open the newly unlocked door and go through.



Continue down the stairs to the ground floor. There's a guard posted in the nearby hallway. Tranquillize or kill him as soon as he's visible.



Run through the deserted hallway to the opposite side. On the floor, you see an open vent.

NOTE

There's a note on the operating table. Read it to learn that Jayne is scheduled for a lobotomy.



Crouch and crawl into the vent.

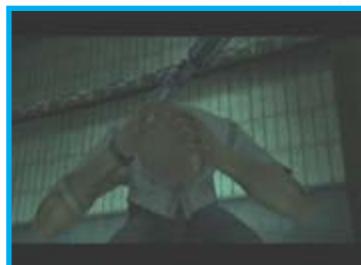


Go down the hall into the first hospital room. Take cover behind the dividing wall.

Lean out and tranquilize the doctor as he makes his rounds. He drops a dormitory key card. Pick it up.



As you continue through the corridors, you're suddenly overcome with pain. Jayne seems to be trying to communicate with you.



NOTE

In the hospital rooms, you can read the patients' charts to see what ails them.



Continue forward. When you hear the announcement about the escaped criminal, activate charm and run through the room as the guards enter. They attack the patient nearby, so just keep running.



Continue to the next hospital room, and attack the doctors and orderlies inside.



Duck into the first doorway on your right. Open the door into the patients' quarters.

Run to the card reader on the far side of the room and use the key card.



In the first patient's room, you find a vent. You can use this to avoid the hallway if you don't want to confront the patrolling orderly. Otherwise, take him out when you see him.



Quickly open the door. The card unlocks the door for only a brief moment, so you need to open it while the buzzer sounds.

NOTE

If you don't have a dormitory key card yet, you can find one in a small room on the upper level of the room with the key card reader.



LUNACY

You can do a couple of fun things with the inmates to see just how disturbed they really are.

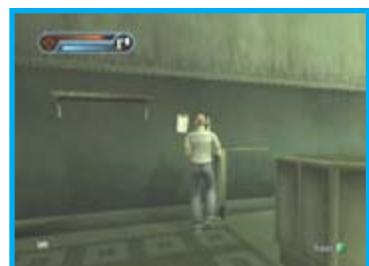


Talk to them, and they'll spout some very bizarre non sequiturs.

One patient has a bowling ball under his bed. Use telekinesis to move it around, and he follows it everywhere.



In the last room in the hallway, you can see a key on a high ledge if you switch to the locked camera. Use telekinesis to get it down.

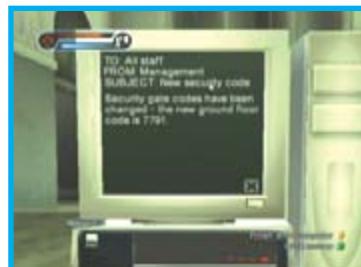


Leave the hallway and look at the note next to the desk. It tells you that the code for the security gate has been stored on the computer.

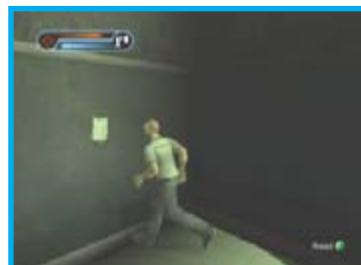


Use the nearby computer and click on the field when you're prompted for the password.

Open the hard drive and read the memo about the new code. It's been changed to 7791.



Exit the computer and head through the door to the left of the desk. This leads to the guard station.



A memo near the door notes that one of the inmates has stolen the key. Luckily, you've already found it. Open the door and grab the shotgun, then use the computer.

SHOTGUNS

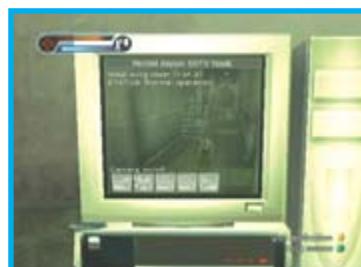


You get your first shotgun in the asylum, whether you grab it from outside or find it inside.

Shotguns deliver more damage than any other firearm in the game. A single shot kills just about anyone, even if it's a torso shot. Shotguns also have decent range. The drawback is that you must pump after every shot, and though reloading only happens after every eighth shot, it's a slow process.

When using a shotgun against multiple opponents, make sure you have good cover so you can reload in relative safety.

Shut down all the security cameras. Remember, press the "X" button to shut down the cameras, and use the arrows to cycle between them.



THE ASYLUM VENTS



A series of vents leads through this wing of the hospital. From the main hallway, climb up on the walkway.

Crouch and enter the vent.



Use the vents to spy on various rooms or to take out security cameras with telekinesis, if you haven't already disabled them with the computer.

After the security cameras are disabled, return to the orderly's desk and go through the door just to the right of it. Several guards patrol this hallway. Take cover and get them before they can sound the alarm.



The sound of gunfire alerts other guards in the vicinity. Make sure you get them all.



A small corridor connects the two large hallways in this area. A door off this small passage leads to a storage room with weapons.



ASYLUM ARCADE

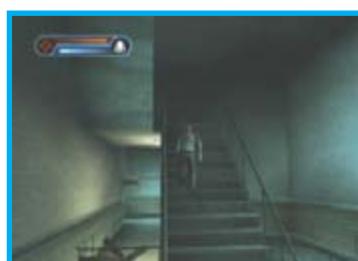


In the H-shaped hallway near the orderly's desk is a storage room with a set of shelves. Use telekinesis to grab the hidden disk on the top shelf.

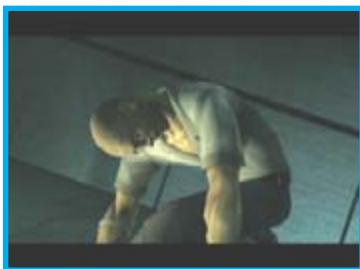
Once you have the disk, go to any computer in the building and click on the floppy disk icon. You can now play an arcade game called *X-Space '92*. Once you've played the game, it will be on your PDA and you can select it at any time.



Head to the end of the H-shaped hallway and use the control panel to enter the code and open the gate.



Go through the gate and run up the stairs.



Once again, a mysterious force overwhelms you. Jayne must be very close.

At the top of the stairs, take cover before entering the cellblock. Lean out and take out the orderly guarding the central corridor.



Turn left and shoot the orderly standing there.



Run to the alcove and ready your telekinesis. Lean out and disable the security camera in the corner.



Continue across the cellblock and take out the remaining orderlies.



MORE LUNACY



You can lock yourself in one of the cells. Open it, then use projection while inside to lock the door. Eventually, an escaped patient comes and opens the door.

Some of the cells contain lunatics. They are very tough to fight, so be careful. However, if you let them loose they will attack the guards, doing some of your work for you.



On the far side of the wing, attack the orderly guarding the cell.



Then use telekinesis to disable the security camera near the gate.



Attack the guard through the fence and use telekinesis to open the gate.

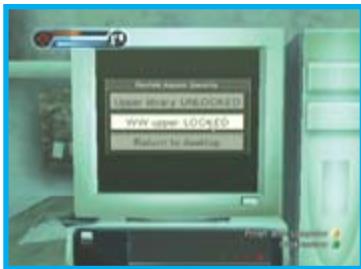


Enter the guard station and take down the remaining guard.



Run into the room and use the computer to unlock the gate. Quickly return to your body.

If you use the computer, you can click "WW Upper" to open the nearby gate. But it only remains open for five seconds, and you don't have enough time to get through the gate on foot.



Stand near the gate and use projection.



Run through the gate to Jayne's cell.



Jayne is not happy to see you. She is agitated, and doesn't have her wits about her. It is going to be difficult to get her out of here safely.

Rescue





- (A) Starting Point
- (B) Tranquillizer Gun
- (C) Window
- (D) Locked Door
- (E) Ladder
- (F) Planks
- (G) Open Skylight
- (H) Ladder to Balcony
- (I) Courtyard (see detail map)
- (J) To Sewers
- (K) Locked Balcony Door
- (L) Guard Station
- (M) Open Balcony Door
- (N) Patient with Balcony Key
- (O) Ladder to Ledge
- (P) Elevator
- (Q) To Sewers

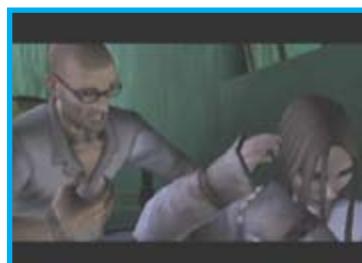
DATE: October 6th

LOCATION: Penfold Asylum

NEW PSI POWERS: Healing upgrade, charm upgrade

NEW WEAPONS: None

Jayne continues to resist your help. You'll need to find some way to ease her mind.



PSI POWER: CHARM UPGRADE



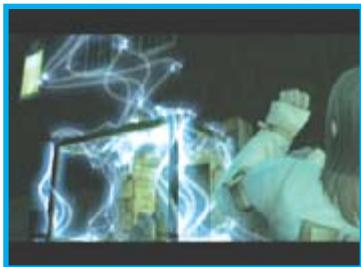
Now that you have a friendly cohort, you have access to the second use of the charm power. In addition to allowing you to sneak by enemies, charm allows you to pacify your allies. Select charm, target a friendly character, then activate the power to calm her down.



You begin standing next to Jayne just outside her cell, in a courtyard of the asylum. She won't follow you, though, unless you find a way to calm her down.

Use charm on Jayne until she begins following you, then head down the stairs.





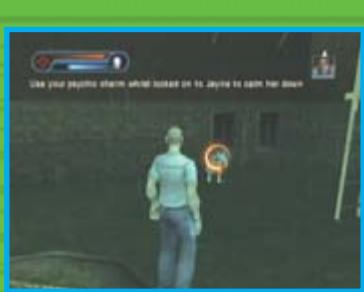
As you approach the door, it gets struck by lightning and Jayne panics. Use charm again to soothe her mind.



Crawl under the boarded up doorway into the next room.

NOTE

Jayne panics often. Gunfire, being wounded—pretty much any sign of hostility sends her reeling. Any time her portrait shows a panicked face, use charm on her so she'll resume following you.



Jump into the pool of water to grab a tranquillizer gun, then head through the door.



Climb out the window into the courtyard.



Use telekinesis on the board to open the door. Jayne comes out to meet you automatically.



A single guard is stationed in the corridor.



The ladder is stuck. Use telekinesis to lower it to the ground, then climb up.

The door out of this hallway is locked. You need to find a way around it.



When you reach the roof, you hear an announcement about your escape. Run up the stairs and straight along the roof.





A single guard comes around the corner. Eliminate him, then follow the roof to the left.

Cross the planks to the roof opposite. One of the inmates is freaking out in his cell below, startling Jayne. The planks break, and Jayne becomes stranded on the other side.



Use telekinesis on the plank to lift it, allowing Jayne to cross. You must hold the power for the plank to remain raised. If you let go of it, she'll fall.



NOTE

If you take too long getting to the second roof, more guards will come. You can use telekinesis to lower them into the patient's cell, and he will attack them!

You can also try taking out the lunatic before attempting to cross the bridge. In first person mode, find a skyline. You should be able to shoot the lunatic through the glass from this angle, producing a slightly different cut scene.

Drop down into the open skylight. Use charm to tell Jayne to remain behind.



You can keep Jayne safe in dangerous situations by telling her to stay behind. Use charm on her when she's following you, and she will stay put. Use charm on her again, and she will resume following.



Move down the hallway, taking out any guards you encounter.



One guard is stationed around the first bend. Attack him when his back is turned.



Run up the stairs and take down the guard stationed there.



Return to the roof and take out any remaining guards. Go get Jayne and lead her to the roof.



Climb down to the balcony.



The door on this balcony is locked. You need to find another way in. Tell Jayne to stay behind during the next section—she couldn't follow you even if she wanted to.



Drop down onto the balcony and go through the doors.

PSI POWER: HEALING UPGRADE



You now have the ability to heal others. If Jayne gets hurt during the escape, select heal, target her, and use the power. This will be possible with any friendly character for the remainder of the game—at least during portions

where you can use your psi powers.

When your target is fully healed, you automatically begin healing yourself.

NOTE

There is a ladder on the opposite side of the courtyard in case you fall from the ledge. Climb up and move across the ledges to the balcony where you started.



Climb up onto the ledge and lean against the wall. Begin moving left toward the guard station.



Go through the first room and into the hallway. Two guards patrol this area.



Use charm as you pass the windows so you won't be spotted.



Move down the hall and enter the second door on your right (third if you count the one through which you entered). Talk to the inmate to get the balcony key.



Exit the inmate's room and go through the door ahead. This is the guard station, and a single guard is posted here.

As you pass the inmate's cell, you hear him declare that he has "the key."



Through the next door is another guard. Once he's down, proceed through the next door.



Attack the guard stationed on the opposite side of the pool.



You see an elevator stuck here. This becomes important in a moment. Turn right, unlock the balcony door, then talk to Jayne. Use charm and she begins following you again.



Another guard comes running through the pool, offering an easy head shot.



Climb onto the roof of the elevator, then drop through the hatch. Press the button to operate the elevator.

Move to the cement barricade near the pool. From here, you need to attack the guards on the far end of the courtyard. Your weapons aren't very accurate at this distance.



Jayne enters the elevator when it reaches the upper floor. Press the button again to descend.



There's an easy way to fix that: use telekinesis to bring the fight a little closer.



Tell Jayne to stay behind—enemies have overrun the courtyard, and you want her to stay safe.



Use telekinesis to knock out all the guards at the far end of the courtyard. Bring them as close as possible so you don't have to move too far to finish them off.

Run out into the courtyard and take cover behind the nearest bench.



The fight isn't over. Guards still fire at you from the far balcony and the roof. Move to the barricade on your left to get a better view of them. Use telekinesis or psi pulse to deal with the guards on the balcony.



Move back to the bench behind you for a better view of the guards on the roof. You should be able to automatically target them with a weapon, even if you can't see them. Otherwise, pull them down with telekinesis.



Return to the hallway and charm Jayne. She resumes following you.

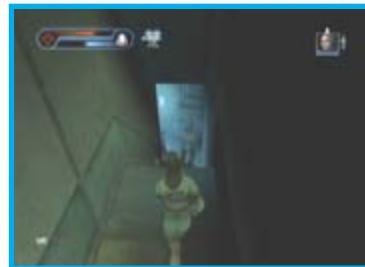


Lead her across the courtyard to the door on the far side.



Be careful upon entering the room. A guard is hiding just around the first corner. Attack him, then go down the stairs.

Another guard mans the bottom of the first flight of stairs. Attack him as soon as he comes into view.

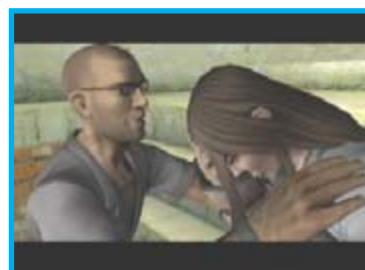


The final opponent waits for you at the very bottom of the staircase.

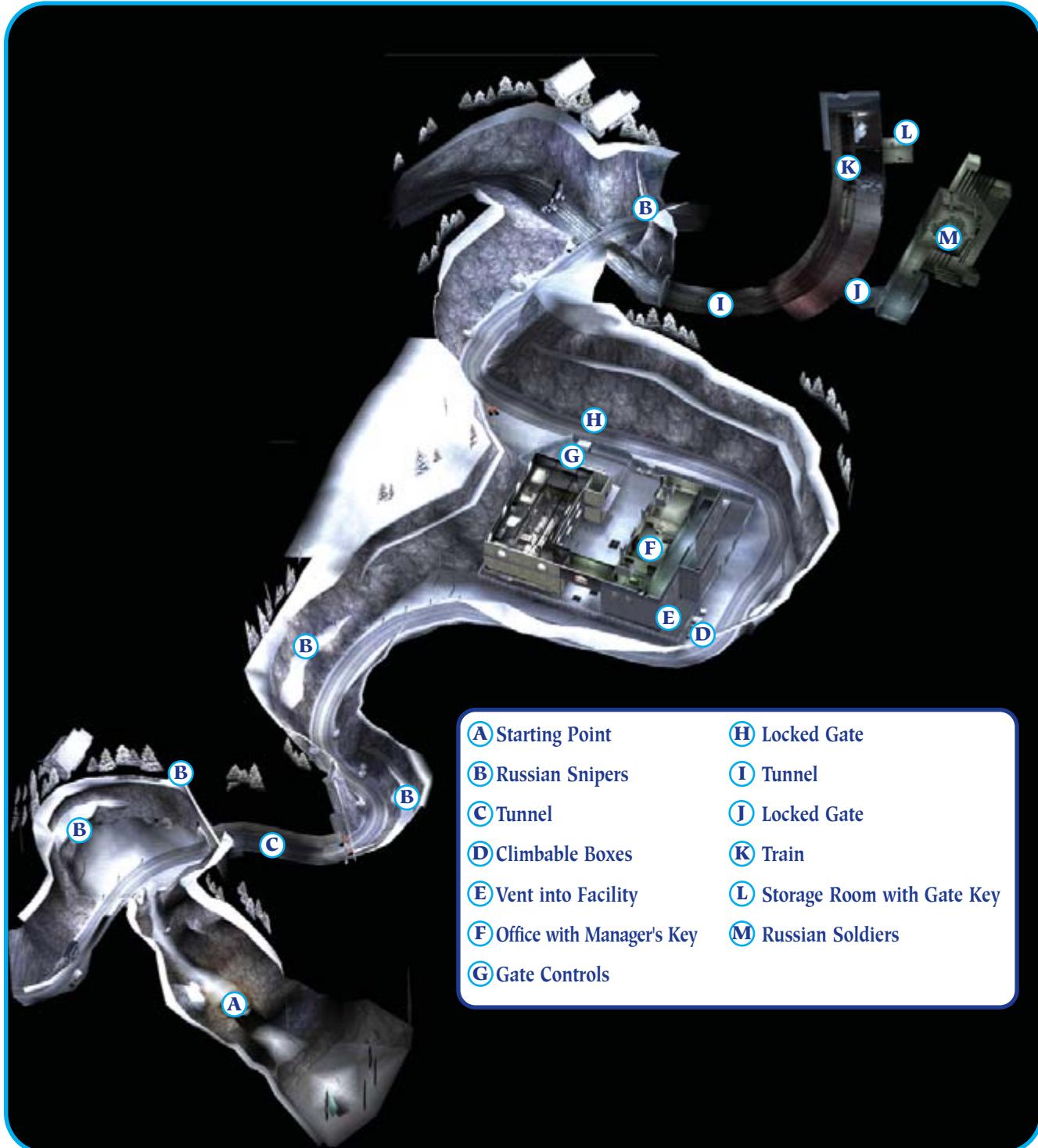


Approach the entrance to the sewer. You can't proceed without Jayne, so if you've left her somewhere safe, you need to go back and get her. If she's with you, open the grate and jump right in.

You're still not out of the asylum, but you're one step closer. Jayne begins to come to her senses. She tells you that Colonel Starke was killed during the mission. Her information triggers a flashback, and you once again find yourself in Siberia.



Reliance

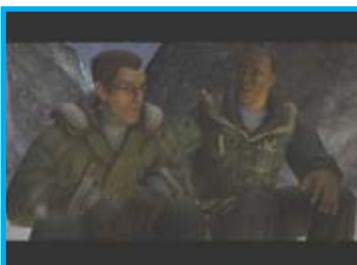


DATE: February 21st

LOCATION: Huvat Plateau, Siberia

NEW PSI POWERS: Possession

NEW WEAPONS: None



Colonel Starke attempts to comfort you after your recent near-death experience. His pep talk is interrupted, however, when you spot an apparition out of the corner of

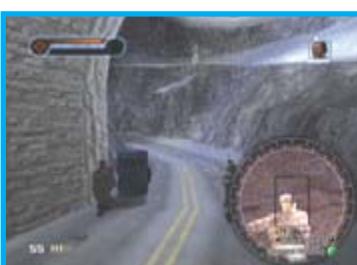
your eye. Starke says you two should follow whatever it was you saw.

Follow Starke up the road. Immediately, two snipers attack you. Find cover and fire back.



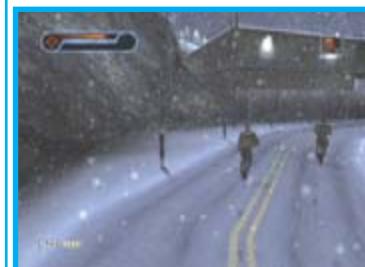
The apparition appears again. Starke can't see it, but he seems to believe that you can. Continue following it down the road.

The apparition disappears into a tunnel.



More snipers await outside the tunnel. Take cover behind the barrels and attack them.

There are four snipers on the hills outside the tunnel. The bend in the road makes it difficult to attack from cover, so fire quickly to avoid taking too much damage.



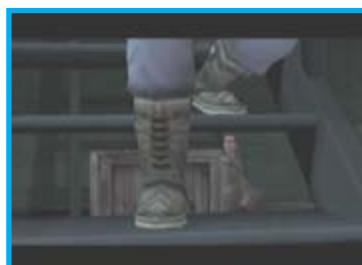
The road leads to a compound of buildings. Looking through the fence, you see that it's crawling with Russian soldiers.



Starke orders you to find a way in. Run along the road until you see some crates stacked next to the fence. Climb up and over.



Crawl through the nearby vent and into the compound. Inside, walk toward the end of the hallway.



You overhear a soldier talking. It seems the soldiers are getting ready to pack up and move out. There's no time to wait for the rest of your squad.

NOTE

After you inform Starke about the Russians' imminent departure, he tells you to take them all out—using only your tranquilizer gun. Put the sniper rifle away and get out the tranquilizer gun for now.



Open the door at the foot of the stairway. Inside, you see two Russians engrossed in some recreational activities. Take them both down with head shots.

NOTE

After you've tranquilized the Russian playing the arcade machine, you can walk up and play it yourself. It's a fun little shooter called Earth Impact. Once you've played it, you can access it at any time from your PDA.



Run up the stairs to the second floor.



Open the first door and take out the soldier inside.



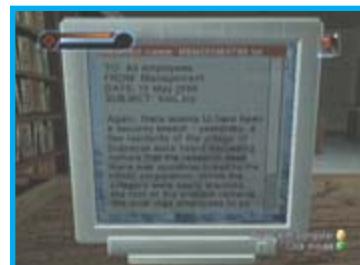
There's a health dispenser on the wall in this room. Use it, then return to the hallway.



Open the second door and take out the soldier patrolling here. Enter the room and try one of the computer terminals.



There's no power for the computers. You automatically radio this information to Starke, who tells you that he'll look into it.



Wait about 20 seconds, then access the computer terminal to find a memo about the village of Dubrensk.

NOTE

If you want something to do while you're waiting, walk over to the computer terminal near the door. Just behind it, you'll see a note. Read it to get the manager's key.



Return to the hall and unlock the third door with the key. Enter the office. By now, Starke will have restored power.

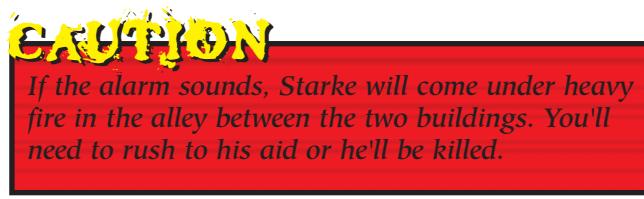
You can also access a map of the compound. Note the small shed in the northwest corner.



Leave the office and proceed through the hallway into the second building. Take cover immediately, and tranquilize the soldier patrolling the upper walkway.



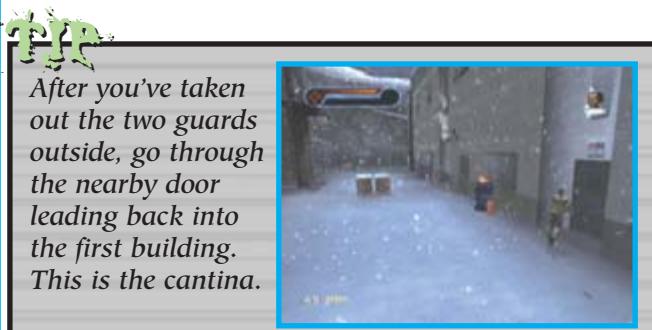
From the upper level, take out the soldiers below. Get them quickly, or they will sound the alarm.



Go downstairs and outside through the door opposite the stairs. Meet up with Starke around the corner.



Take cover behind the crates and attack the two soldiers patrolling this area. The tranquilizer rule no longer applies, so arm yourself with a better weapon.



Inside you find several weapons, including a Soviet rifle.

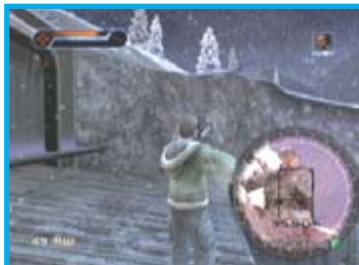


Run up to meet Starke near the closed gate. Use the health dispenser nearby if necessary. This gate is locked, as is the gate on the other side of the wooden fence. You need to open them.



Climb up the nearby ladder to the balcony of the second building. Run across the walkway and drop down onto the roof below.

Three snipers attack. Arm your sniper rifle and attack the two that are in sight. One is in the hills; the other is on the roof of the first building.



Kill all three snipers before they can do too much damage to Starke.



Drop down to the ground and run to the fence. Take out the third sniper.



Hop the small railing at the end of the road.



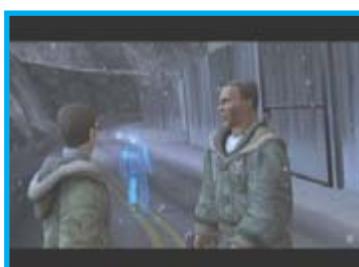
Follow Starke down the tracks into the tunnel.



Go through the now-open gate. Climb up the crates and over the fence.



Climb up onto the platform and use the health dispenser. The nearby gate is locked. Starke remains behind while you look for a key.



When you reach Starke, the apparition appears again. This time, however, it does something strange—it seems to take control of Starke's body.



Follow the apparition into the abandoned train.



Starke keeps running, ignoring the three snipers in the hills.



Run through the train and out the door at the opposite end.

Enter the storage room. Inside you find a key hanging on the wall and an assault rifle lying on a table.



NOTE

There's a recruitment poster on the wall near the storage room. Apparently, this was used to attract children to Grienko's experiments.



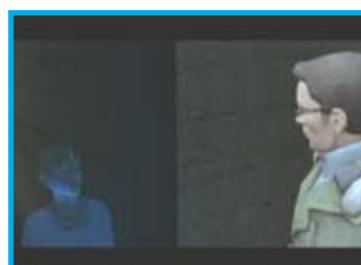
Several guards attack from below. Use the assault rifle or the sniper rifle to take them out. If you get too hurt, back up out of range and use healing. When the firing subsides, drop down to the lower floor.



Go back through the train and unlock the gate. Follow Starke up the stairs.



You stop in a room with a large hole in the center. Starke attempts to cross the planks, but he's attacked from below and falls. You didn't have to be psychic to see that coming.



The apparition finally speaks to you. It says you must save them, and that you are like them. It says you have the powers.

NOTE

After the apparition touches you, all of your psi powers become available. You have them in both time periods from now on.

PSI POWER: POSSESSION



Possession isn't its own power; it's a secondary skill of projection. To use it, you must be projecting. Approach another character in your projected state, then press the context-sensitive button. The character comes under your control.

Your domination of the character lasts until your psi energy runs out, you release control, or the character dies.

When you leave a character, for whatever reason, you automatically return to your body.



Starke is alive. Like Jayne, his fate seems to have been altered. He makes his own startling discovery, though. The equipment being used by the Russian soldiers isn't of Soviet origin: it's American.



Entrapped

(A) Starting Point	(I) Gate Levers
(B) Guard Entry	(J) Elevator
(C) Sluice Gate Levers	(K) Security Gates
(D) Sluice Gate	(L) Elevator Lever
(E) Gate and Door Levers	(M) Security Gate Controls
(F) Door Lever	(N) Exit Pipe Entrance
(G) Laundry Room	(O) Guarded Tunnels
(H) Guard Tunnel	(P) Exit to Street



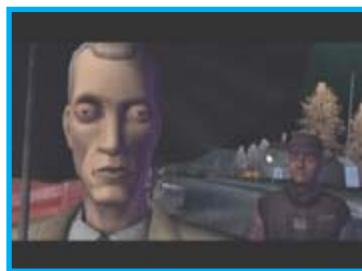
DATE: October 6th

LOCATION: Penfold Asylum

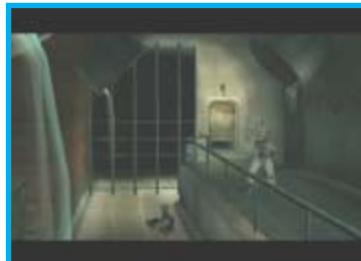
NEW PSI POWERS: None

NEW WEAPONS: None

Hanson, the thin man who is hot on your trail, appears outside the asylum. One of his henchman informs him that you and Jayne are in the sewers. He orders a large force to rush in and stop you from escaping.



Leave Jayne where she is for now. Walk up to the first corner and take cover. Three soldiers enter the sewers just ahead and start patrolling. Use the wall for protection as you take them out.



Stay at the wall and take out the first two soldiers.



The third soldier has taken a position along the far wall. Run up the walkway and take him out. Return to Jayne and charm her so she follows you, then run across the walkways to the exit door.



Go through the door and lean around the first wall. Take out the soldier. Grab his shotgun when he falls.



NOTE

If you use telekinesis on the grates you see in the ground, they open and allow you to drop down into sewer tunnels leading back to the beginning area.



Go down the stairs, then climb down the ladder. Tell Jayne to wait for you here. Go through the door.

The next room has four soldiers guarding it. Take out the soldier standing next to the door, then run down the steps into the water.



Take out the three remaining soldiers as quickly as possible. The shotgun helps you get the job done. Return and charm Jayne so she resumes following.

CAUTION

You must clear out the room very quickly, or the soldiers call for backup. Backup arrives by rappelling down from the ceiling, and by coming through the door. The latter soldiers attack Jayne. Be sure to watch her condition carefully, and heal her if she's taking too much damage.



Climb up the ladder near the sluice gate. Use telekinesis to activate the two levers on the platforms in the room's center.



Turn around, then crawl under the newly-opened gate. Jayne doesn't follow—you'll have to find a different way for her to go through.



Attack the guards from the safety of the gate. If you charm them and run past, you'll still have to fight them in a moment anyway.

TIP

If you use telekinesis on the pipe above the soldiers, the grate will fall and distract them.



Go through the door directly across from where you exit. Pull the two levers here. One opens a sewer grate, and the other opens the nearby door, allowing Jayne through.



Drop into the water and go through the newly opened sewage tunnel. Jayne follows by the upper, longer route.



Climb the ladder to the central platform and pull the lever; this opens two gates in the room. Soldiers come streaming in.



Use telekinesis to knock the sniper off the balcony, then attack any other soldiers who have entered the room. Proceed to the gate on the lower level.

NOTE

You can visit a secret room before leaving the room with the snipers.



Walk to the alcove on the opposite wall from the doorway. Go flat against the wall, and sidle to the right.



Follow the narrow passage around.



You emerge in a large, run-down laundry room.



After going through the now-open gate, run down the stairs and open the door at the bottom.



The passage beyond is filled with soldiers. Use the barricades as cover and move to the other end, stopping and fighting as needed.



At the far end of the passage, use telekinesis on either of the levers. These open the tunnels nearby, both of which lead to the same place.



When you reach the next ladder, you see two soldiers setting up security fields on the topmost platform. A third soldier presses a button to activate them.

Run through the tunnel. You emerge in a huge room. Take out the three guards on the lower level; use the tunnel for cover if needed.



Climb the ladder and take out the soldier stationed near the top.



Climb the nearby ladder.

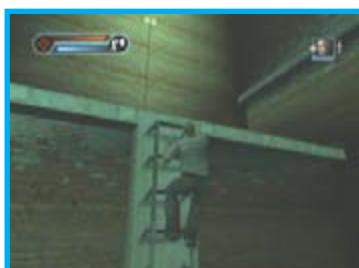


Turn and shoot the second soldier, who has positioned himself at the far end of the walkway. Run over and grab his sniper rifle.

Lead Jayne to the elevator at the end of this walkway. She waits there automatically. Drop back down into the water.



Walk up to the security field and use projection. Run through the fields.



Climb the tall ladder leading to the platform above. Turn right and jump up to the small ledge.



Get to the lever in the alcove on the other side of the fields. Pull the lever to raise the elevator.



Move along the ledge to the next platform and climb up. Go flat against the wall and move carefully along the ledge—it's a really long way down.



Remain projected. Go through the third security field and possess the soldier. Have him press the button to disable the fields, then have him run out to your body.





Return to your body and attack the guard. Go through the now-disabled fields and past the control panel.

At the end of this corridor is a long ladder. Climb down. Go through the passage and hop up onto the broken stairway. Jump onto the stairs and go up.



When there's a break in the fighting, run ahead to the tunnel. Continue shooting Russians as they appear.

The tunnel is heavily guarded. Soldiers appear at the far end, so use the barricades for cover and snipe at them as needed.



Take cover in the doorway of the next room. Equip the sniper rifle, then lean in and take out any visible soldiers.



There are also soldiers guarding the inaccessible tunnels that lead off from the pipe you're in. Use telekinesis to throw them back, then hurry by.

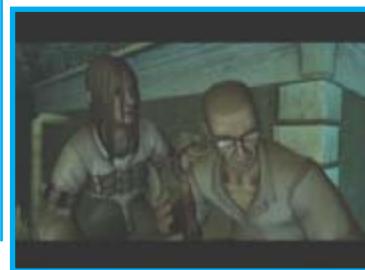
Run into the room and attack any remaining Russians.



Climb the ladder at the far end of the tunnel to escape.



Climb the short ladder at the far side, then get into position so you have a clear shot at the tunnel ahead. As soldiers stream in, use the sniper rifle to eliminate them.



When you ask her about Starke again, she says he went AWOL and disappeared—but she knows where he might be staying.

Streetlife

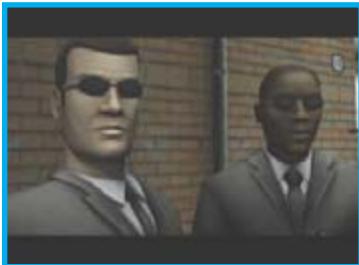


DATE: October 7th

LOCATION: New York City, New York

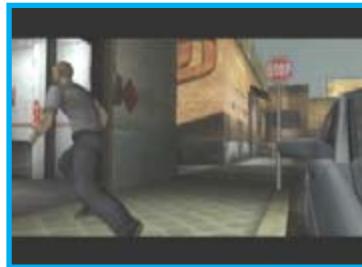
NEW PSI POWERS: None

NEW WEAPONS: Sawn-off shotgun, Revolver



You find the area where Starke is reportedly hiding out—a run down area of Queens. Some suited gentlemen, looking very out of place, patrol the streets.

The agents spot your car and give chase. Jayne drops you off in front of an open garage, and you run in to hide as she takes off.



You're safe for the moment. Run up the stairs and grab the sawn-off shotgun from the shelf.

SAWN-OFF SHOTGUN



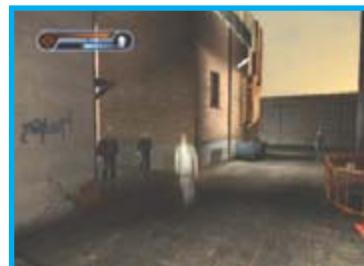
The sawn-off shotgun is a powerful but limited weapon. Capable of firing

two shotgun rounds before reloading is required, it takes down anyone unlucky enough to be within your sights. The sawn-off's biggest problem is how often it must be reloaded. It's not an issue when facing a single enemy, but when facing large groups of opponents, it can be a significant problem—especially if you don't have good cover.

Go down the stairs and to the back wall of the garage. On the floor is a closed vent. Crouch, open it, and crawl inside.



Crawl through the vent and ready the tranquillizer gun before you emerge. Shoot the agent standing outside the vent, then crawl out.



Use charm, then turn right. Go down the alley and turn left. Run past the two agents and get behind them.

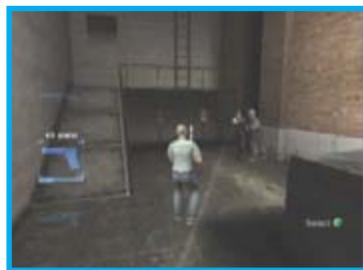
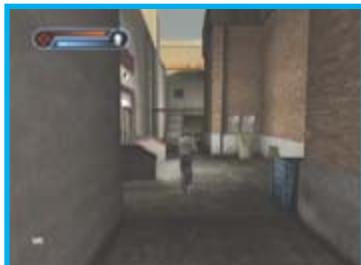


Turn around and tranquilize the two agents, aiming for head shots on both.



A third agent patrols the alley. Take cover against the wall and shoot him. You don't need to use the tranquillizer at this point, because he's the last agent in the area. For the moment, at least.

Run down the alley. Note the door on your left—you'll head here soon.



Continue down the alley until you see the agent that's attacking the gangster. Use telekinesis to kill the agent.



Follow the gangster down the alley. He enters a building. Follow him inside.

NOTE

If the gangster is killed, you can still enter the building on your own.

The female gang member listens to your story, but she's not impressed. Everyone is looking for Colonel Starke today. Talk to her more; she agrees to help you if you run an errand for her. She gives you a package to deliver.



TIP

Be sure you see a message saying that you have received the package—if you walk away before you do, you'll need to talk to her again.

When you have the package, follow the hooded gang member through the other rooms of the garage: he unlocks them as he goes. Move ahead of him after he unlocks the last door and you can pick up a revolver from the bookshelf. You'll also find a sawn-off shotgun on the table.



REVOLVER



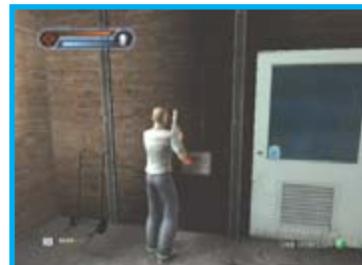
There are only two ways to get the revolver: find it in the garage, as described above, or take it from the body of a dead gang member. The latter method isn't a great idea—if you attack the gang, they'll come after you in full force with sawn-off shotguns, assault rifles, and revolvers.

The revolver is a very good handgun. It fires quickly and accurately, and most targets drop from two torso shots. The revolver is better than your standard pistol, making it ideal for such a combat-heavy mission.



Leave the garage and return to the area where you crawled out of the vent.

Across from the vent is a white door. Walk up the steps and use the intercom next to the door. When you give the password, "tulips from Amsterdam," the door opens.

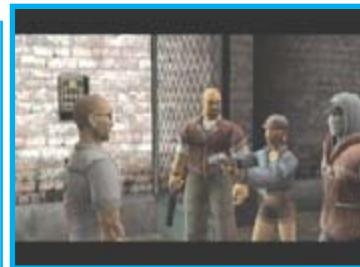


CAUTION

Stay away from the garbage cans in the alley! If you get too close, you'll be covered in flies. The only way to get rid of the flies is to get close to another character.



After you deliver the package, the gangster gives you "the mark." This allows you to travel unmolested among the Vipers.



Leave the building, then make a left and follow the alley up to the small group of Vipers. They see the mark and agree to let you pass.



A large group of agents interrupts the camaraderie. Follow the Vipers into the basketball court.



Take cover against the first wall. Equip the sawn-off shotgun and fire at the approaching agents. Hold them off as long as you can at this position. Some of the agents are carrying shotguns, so grab their ammo if you can do so safely.



Press the button on the wall and open the door while it's buzzing.

TIP

Use projection, then possess a gang member. Now go around and talk to the other gang members to watch Vattic as he tries to act like a hoodlum.



You can also do this with NSE agents.



When the agents start getting too close, go past the basketball court and take cover on the other side. Attack them from here with your pistol or psi pulse.



Run around the building, past the stairs, until you meet up with the rest of the gang. Take cover again and attack any agents who get close.

When you reach the top floor, climb through the window.



You check Starke's apartment, including the bathroom, but it's empty.

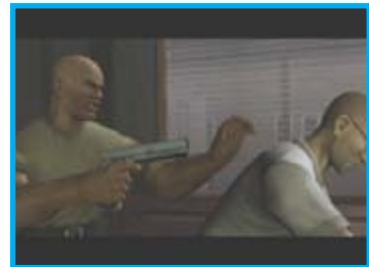
The only items of note are some files on his table. They're for something called "Project Zener." Read them.



After the next wave of agents is defeated, the gang moves back behind the building and takes up positions there. Again, follow them. Fight the last wave of agents.



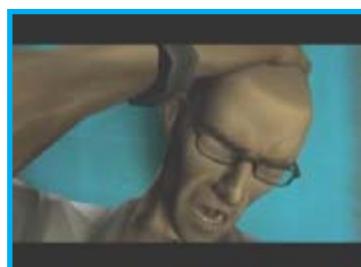
As you read the files, Starke approaches from behind, having mistaken you for an intruder. When he recognizes you, he is relieved but saddened. According to him, the rest of the WinterICE team was killed in Dubrensk.



The Vipers tell you where to find Starke after the fighting ends.

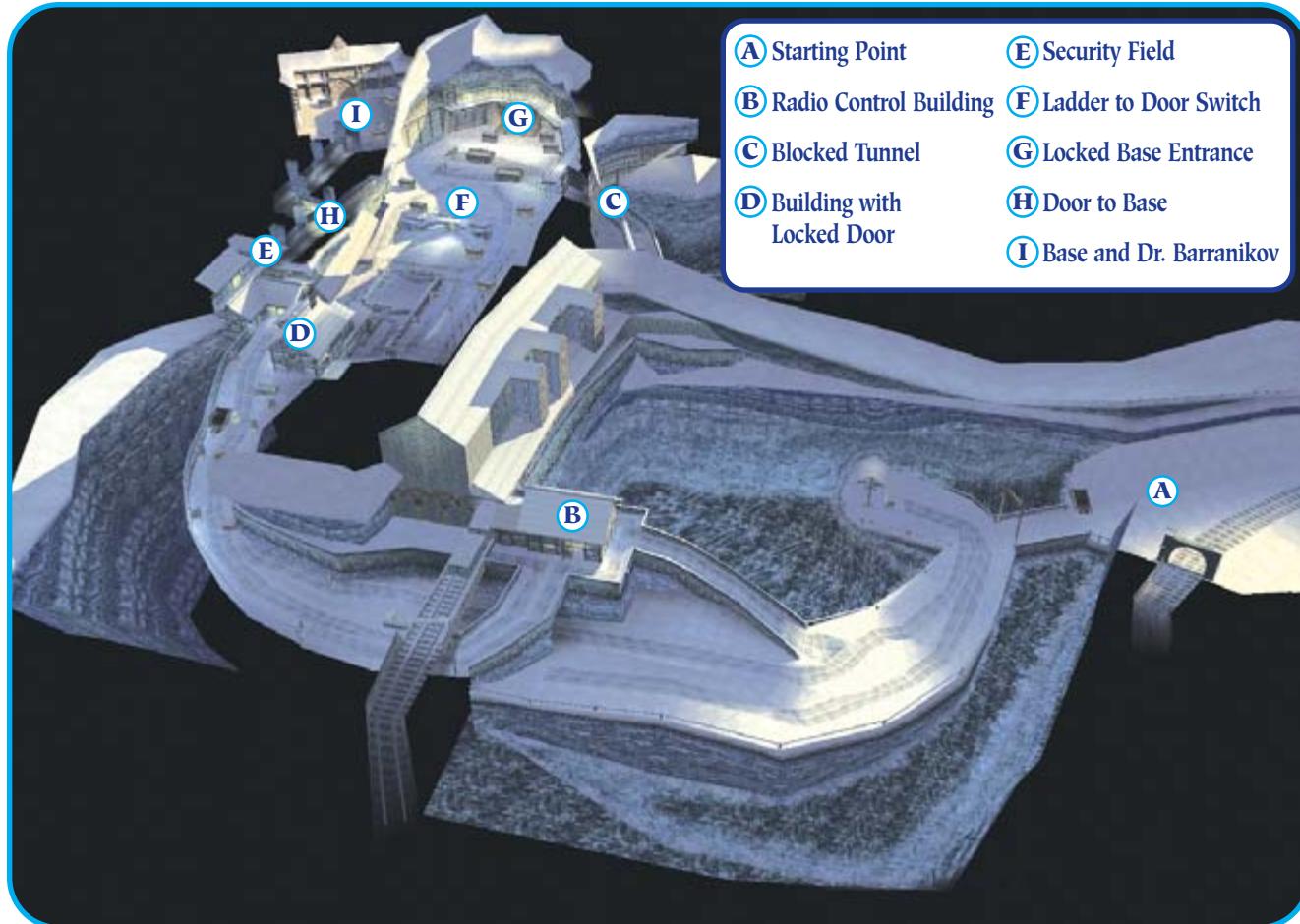


Climb up the ramp and begin ascending the ladders. You must climb up several stories.



You know what this means: it's time to go back in time and visit Dubrensk.

Teamwork

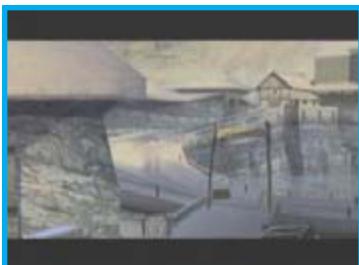


DATE: February 22nd

LOCATION: Dubrensk, Siberia

NEW PSI POWERS: None

NEW WEAPONS: None



The WinterICE team has arrived at the outskirts of Dubrensk. Judging by all the evidence you've found, Grienko and his research should be here.

The radio has gone dead and needs to be repaired. However, that's not the only thing that's an issue: there are also the snipers who have just ambushed you.



Take cover at the barrels ahead, and fire at the snipers on the high ledge.

One thing about WinterICE: they are very good shots. You can still help, though, by eliminating all the snipers.



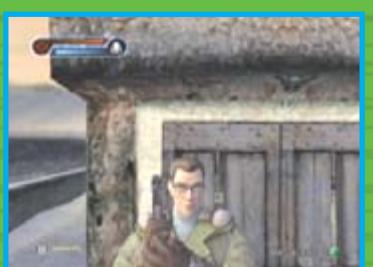
After the battle, Starke explains the plan. There appears to be radio equipment in the building at the top of the hill. You are to escort JC and Cortelli up the hill to see if it can be of any use.



Follow your squad mates up the hill.

NOTE

If you lag behind, JC and Cortelli will say some unflattering things when they reach the top of the hill.



Cortelli begins working on the equipment. You and JC need to keep him safe. Russian soldiers approach from both sides.

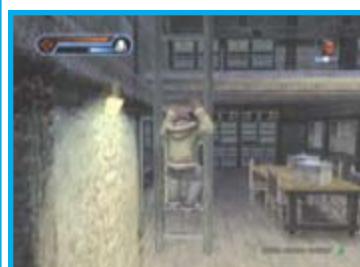
Use the sniper rifle to take down enemies as they approach from the tunnel.



Use the windows in the building as safer sniping points.



Move back and forth through the building and take out any Russians who get close. JC provides ample assistance, so it shouldn't be too difficult. Grab all equipment dropped by the enemy.



Cortelli calls to you. Climb up the ladder to speak with him.



He needs you to run down the hill and give Starke the new radio frequencies.

NOTE

After Cortelli gives you the new radio codes, you can run through the tunnel to see another apparition.

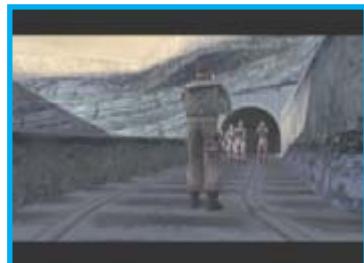
Run down the hill as instructed.



When you meet with Starke, the team automatically moves up the hill to the tunnel.



The tunnel is a dead end—you need to find another route into the base.



just provide cover fire so the squad can move safely.

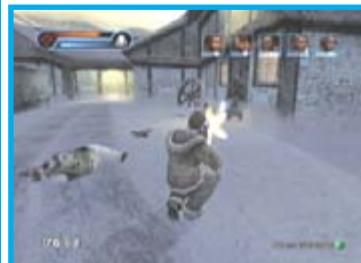
Continue toward the radio building. Pick up any dropped weapons along the way—you'll find plenty of ammunition.



Go through the building and under the bridge. Meet up with the squad near the small houses.



Follow the squad as they approach the houses.



Two Russian soldiers attempt to ambush you, but they're no match for your squad.



After the ambush, Starke orders you and Franklin to explore the houses. The rest of the squad begins fighting the incoming Russians. You can help if you want, but Starke will yell at you.



Try the door inside. It's locked. Follow Franklin through the house, and she stops at a window overlooking the base. Continue exploring on your own.

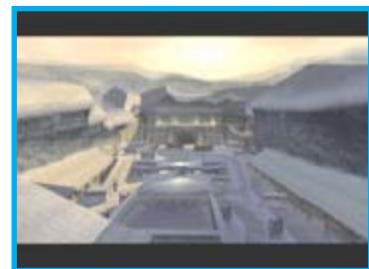
Go through the door next to Franklin and continue to the door straight ahead.



Go back through the house and turn right when you get outside. The squad is ahead, still engaged with the enemy. Talk to Starke, and everyone moves into the house.



Move through the next house into the small alleyway. You overhear two Russian soldiers speaking about the experiments.



They've enabled a security field in front of the tunnel. You know what to do: use projection to go through.

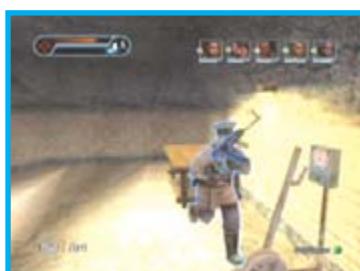
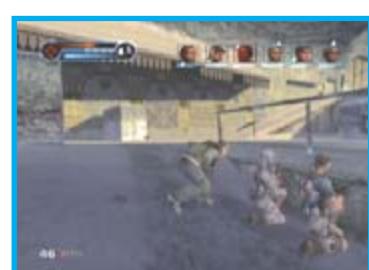


Follow the squad into the base and find cover in the area near the house. Use the sniper rifle to take out the enemies on the higher levels.

Run down the tunnel and into the base. Possess the nearby guard. Climb down the ladder leading to the lower level.



On Starke's command, move forward. Find cover with the others in the small trench near the center of the yard.



Pull the switch in the corner, then return to your body.



A large group of soldiers chase Tex into the base. Move up the ramp to the next level and snipe at Russians as they come through the tunnel.



After the fighting is over, heal any teammates who have been wounded. The main door to the base has been shut, preventing the squad from entering.



There are numerous Russians in the yard and not a great deal of cover for your squad.



Franklin says she found a key on a dead soldier. You need to find a door for that key. Head back toward the tunnel you ran through while projected—it's nearby, to the left as you face the main door.



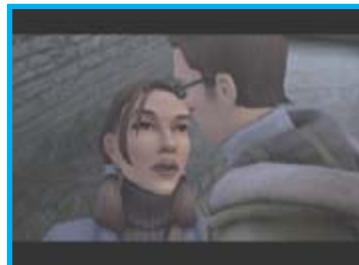
You may get stuck in the open, so make sure your aim is good.



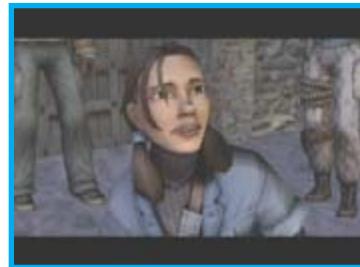
Enter the tunnel and try the wooden door. It's locked, but Franklin's key fits. The squad proceeds down the tunnel.



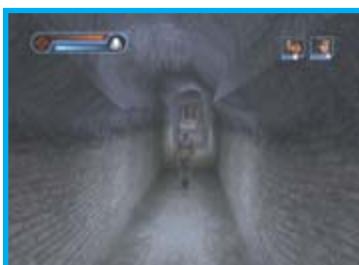
Approach the woman lying in the center of the yard after the fighting has ended.



Jayne has some sort of attack and can't go on. She says you need to hurry and help.



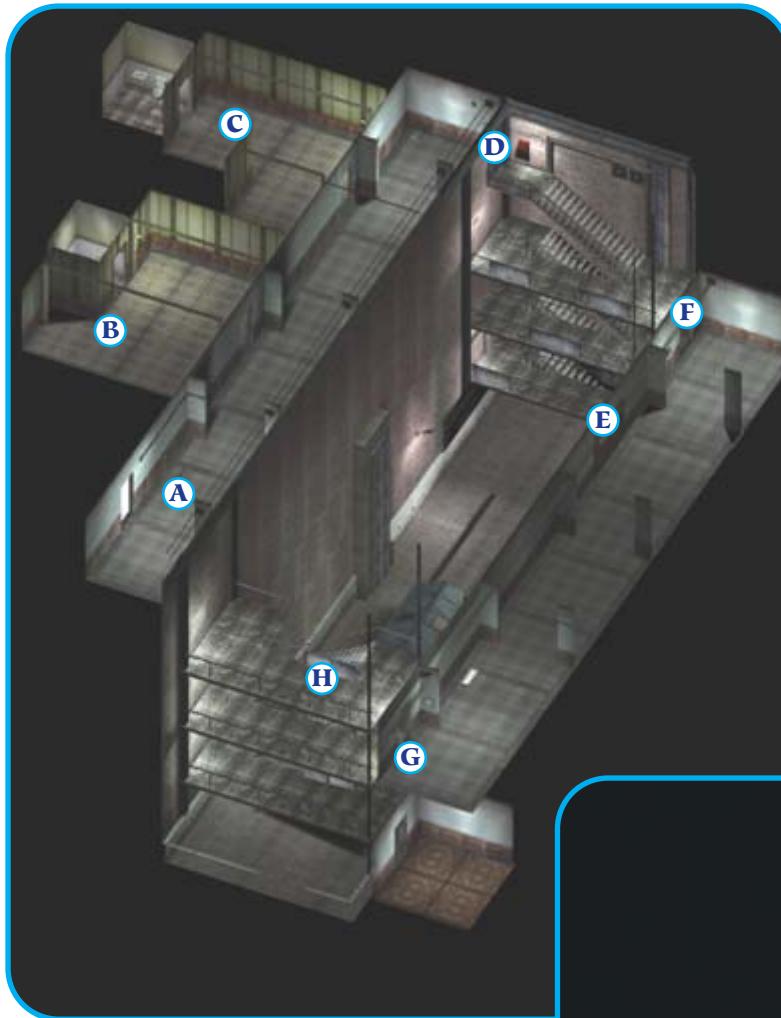
The old woman is still alive, but barely. The soldiers are killing everyone in town. Starke wants to call for reinforcements, but Jayne pleads with him that there's no time.



Run down the tunnel and into the yard.



Breakout



- (A) Entry from Stark's Apartment
- (B) Apartment with Fire Escape Key
- (C) Apartment with Sniper Rifle
- (D) Door to Fire Escape
- (E) Window with Elevator
- (F) Door to Fire Escape
- (G) Door to Fire Escape
- (H) Fire Escape to Lower Level



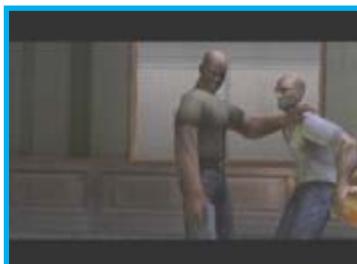
- (I) From Fire Escape
- (J) Agents
- (K) Door to Exit
- (L) Door to Street

DATE: October 7th

LOCATION: New York City, New York

NEW PSI POWERS: None

NEW WEAPONS: None



You shouldn't be too surprised to learn that the WinterICE squad survived Dubrensk. Starke tells you that a man named Hanson brought Grienko's research to the United States and is conducting his own experiments here. Starke gives you all of his files on Project Zener and says he'll help you get out to the street. Before you go, stop by the bathroom and collect the tranquilizer gun there.

Go with Starke into the hall and take cover behind a support. NSE agents pour into the hall from the far doorway. Attack them until Starke moves forward.



An agent appears behind you. Turn around and kill him.



Follow Starke into the apartment.



There are two agents inside. The first is hiding behind the couch.



The second is in the bathroom. Kill them both. Starke will grab the fire escape key from the body near the bathroom.



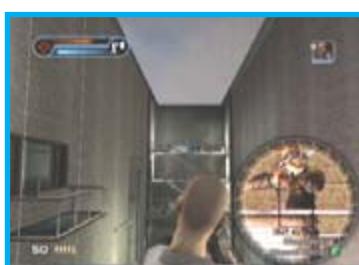
Before heading out to the fire escape, go into the last apartment in the hall.



Use telekinesis to grab the sniper rifle from the wardrobe.

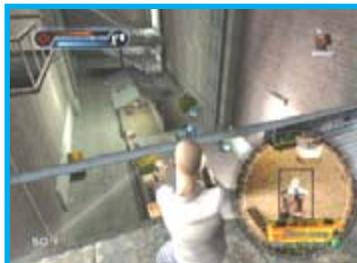


Follow Starke out onto the fire escape.

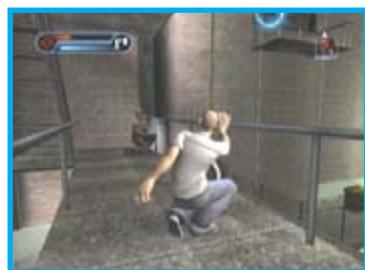


Take cover behind one of the metal sheets. Agents attack from the opposite fire escape.

More agents attack from the ground below.



After killing the agent at the far end of the hall, turn around and run to the locked fire escape door. Open the door to let Starke inside.



An elevator is stalled at the building's top floor. Use telekinesis to lower the elevator to the yard.



Follow Starke down the hall and out onto the next fire escape.

Go down the fire escape. Run through the garbage bins and go left through the fence.

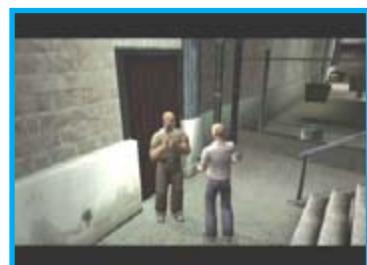


More snipers. Fire at them until Starke starts moving again. Follow him down the stairs.

Get on the elevator and press the button. It takes you up to an open window on the top floor.



Starke explains that the next hall leads to the exit.



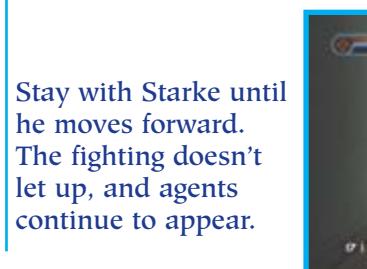
Climb through the window into the building.



As you probably expected, the hall is heavily guarded. Take cover and fire at the guards. Starke tells you the exit is the third door on the left.



Attack the two agents in the hallway. One is hiding at the far end.



Stay with Starke until he moves forward. The fighting doesn't let up, and agents continue to appear.

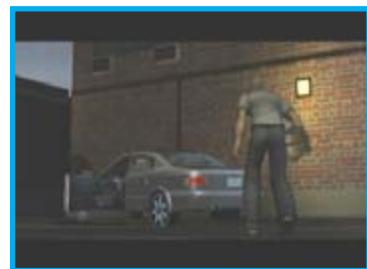
Take any brief lull in the combat as an opportunity to run for the door.



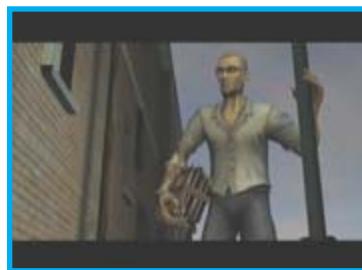
There are three agents in the next room. One is in the open, another is behind a table, and the third is in the doorway. Kill them all.



Open the double doors and step outside into the street.



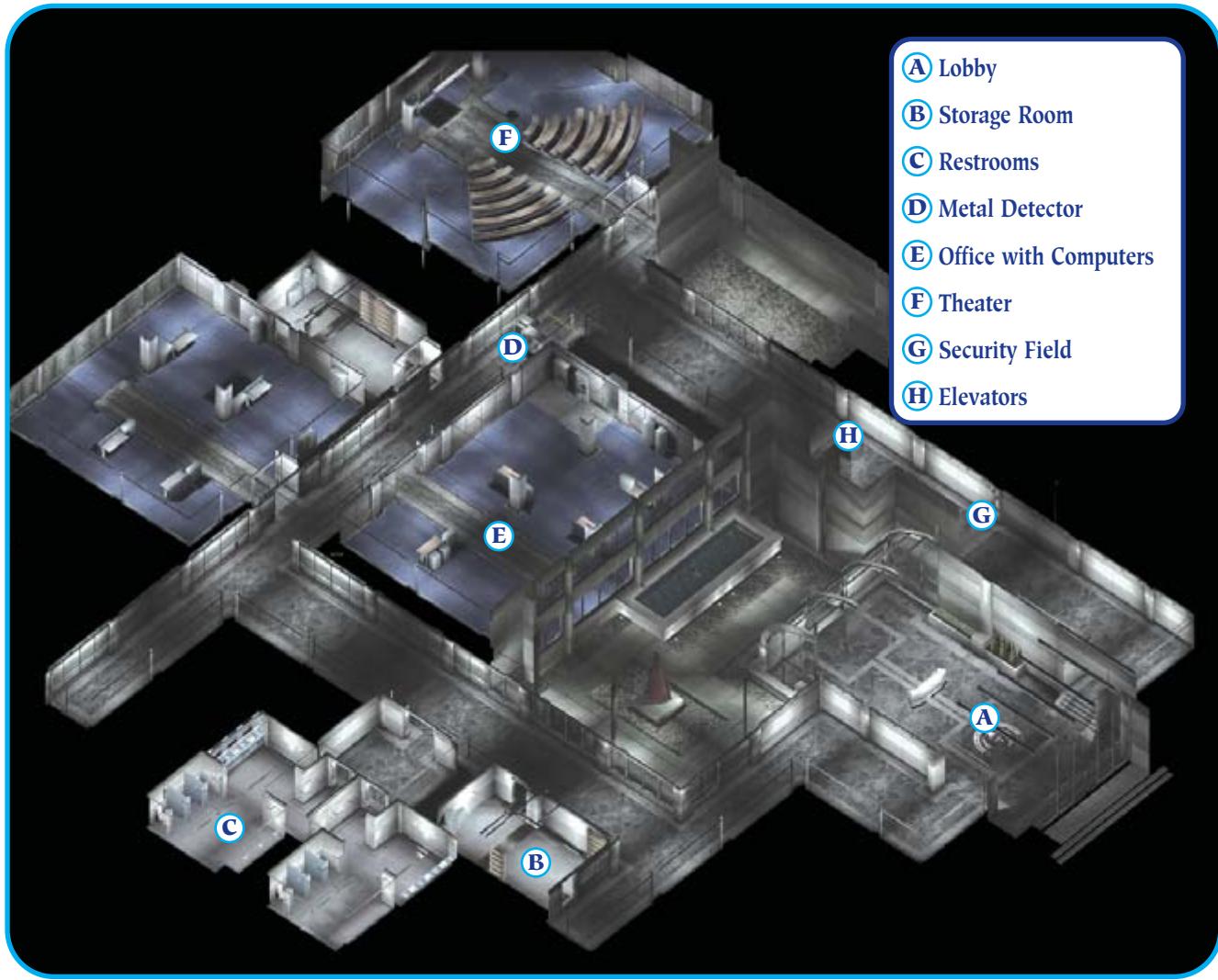
You find the car, but Jayne is gone. She was taken by NSE agents.



It's time to take the fight to the NSE's front door. Hopefully, the files Starke gave you will be of some use.



Conspiracy



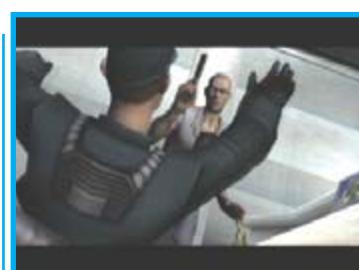
DATE: October 7th

LOCATION: National Security Executive Headquarters

NEW PSI POWERS: None

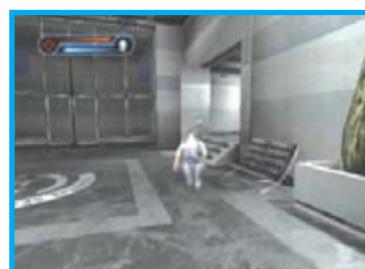
NEW WEAPONS: None

What's the best way to get into a high-security building teeming with dozens of highly trained assassins who would like nothing more than to see you dead? Apparently, it's through the front door.



Face the front door. There are two hallways: one to the right, and the other to the left. Take the right hallway.

You don't have an appointment, but it looks like you're expected. You automatically take out the guard at the front desk. Now you just have the rest of the building to deal with.



NOTE

If you sneak into the left hallway, you can hear the guards playing a game to pass the time.



Use charm and run through the hallway. Go past the agent and the cleaner. Turn left and dash all the way to the end. Go through the door on your right into the storage room.



You can safely wait for your psychic energy to recharge in the storage room.

Check the shelf for some UVD disks. You automatically take one.



Reenter the main hallway. Take out the patrolling agent with the tranquilizer gun.

CAUTION

Use only the tranquilizer gun in the NSE offices. You want to remain undetected for as long as possible.



Turn left and take out the second agent, who is stationed near the entrance to the bathrooms.



Finally, take out the cleaner, who runs frantically at the first sign of violence. These two hallways are now clear.



Move past the storage room toward the end of the hall. You witness a quick exchange between two guards.



This conversation gives you two important facts. One: the company sometimes shows movies for its employees. Two: the metal detector is on the fritz.



There are two slightly different versions of this scene—one for when you've been detected, and one for when you haven't.



Turn left at the end of the hall and crouch. There are two agents in the hallway ahead. Don't attack them.



Use projection. Run up and possess the first agent.

Maneuver the possessed agent down the hallway, over to the second agent. Hit him with your gun, and he goes down.



Turn around, move a short way down the hallway, turn left, and go through the double doors.

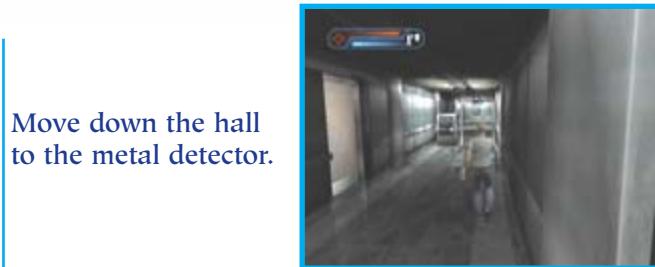


After passing through the double doors, turn right. Run to the switch in the corner and press it. This shuts off the security camera.

Your psychic power will be getting low, so quickly run the agent back into the hall and position him for an easy shot.



Tranquillize the agent once you've released him from your control.



Move down the hall to the metal detector.



Remember what the agent said about the sensor? It has loose wiring. Use telekinesis to disable it as you pass through.

CAUTION

The metal detector works. If you pass under it without causing it to malfunction, it will go off and you'll face a huge group of agents. You must use telekinesis on it every time you pass through.



Read the note posted at the end of the hall. It gives you Hanson's user ID for the NSE computer system.



Go back through the metal detector, then turn left through the double doors.

NOTE

Alternatively, you can find Hanson's user ID by going through the second set of double doors in the hallway. It is on a piece of paper in this office, guarded by two agents.



A cleaner is here, occupied with the windows. Tranquilize her.

Find cover and wait for her boyfriend to show up. Take him down as well.



Now open the UVD disk drive. Drag the downloaded file, which happens to be a movie file, to the disk drive.

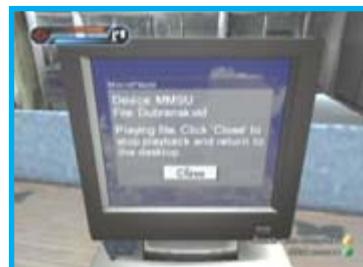
Switch over to the second computer, located by the security camera.



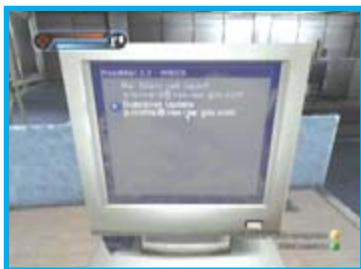
The room contains two working computers. You need to use both. The first one sits on the left side of the room as you enter, close to the windows.



Hanson's user ID works here as well. Open the folder to find a movie player. Next, open the UVD drive. Click on the movie. You receive a message that it has started to play.



Click the mouse to start the computer. At the prompt, you automatically enter Hanson's user ID.



Click on the folder, then open the email program. Hanson has two new emails. The first gives information on a stem cell report. There's not much to it. The second,

however, is about Project Zener—and it has an email attachment.



Save the attachment to the desktop when prompted.

NOTE

If you wait around a bit and check Hanson's email again, you'll receive some spam.



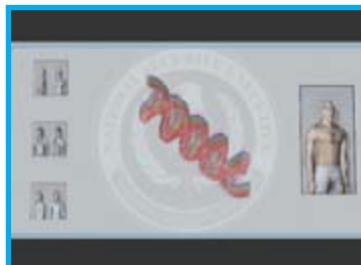
Exit the room. Use telekinesis to pass through the metal detector and run to the end of the hall. Turn left into the theater.



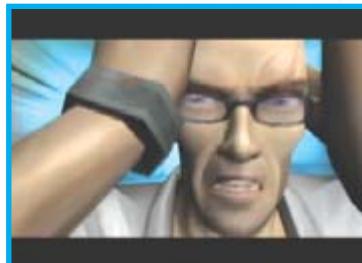


Approach the television to watch the file.

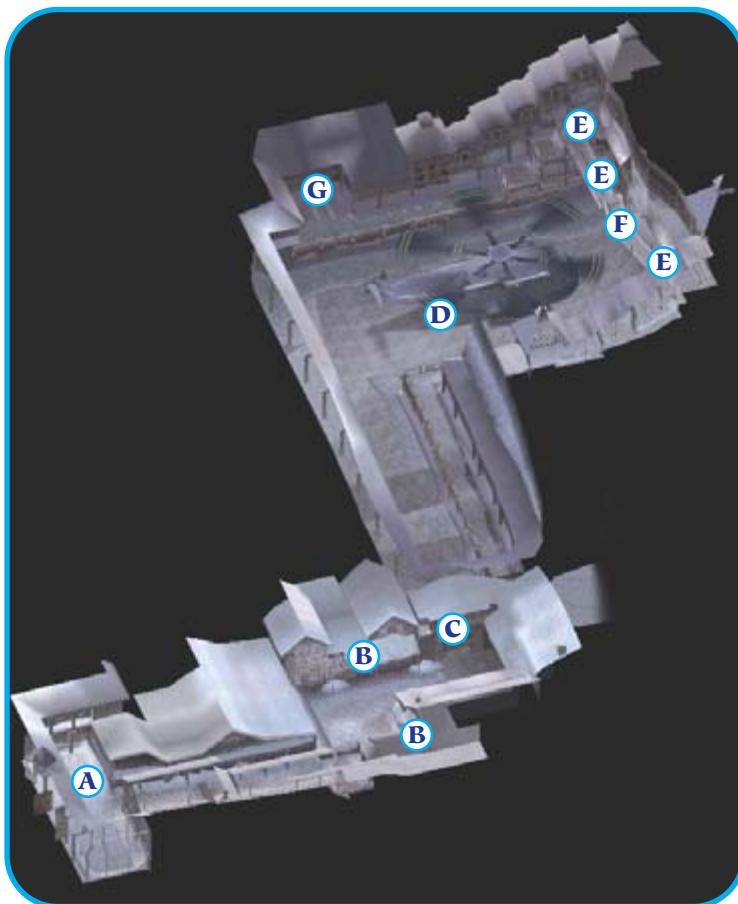
The movie, in abstract terms, shows the purpose of Project Zener: to genetically engineer psychic beings.



Somehow, Hanson escaped Dubrensk with the children. You need to return and make sure that doesn't happen. This time, though, you aren't jarred into the memory. You will yourself back.

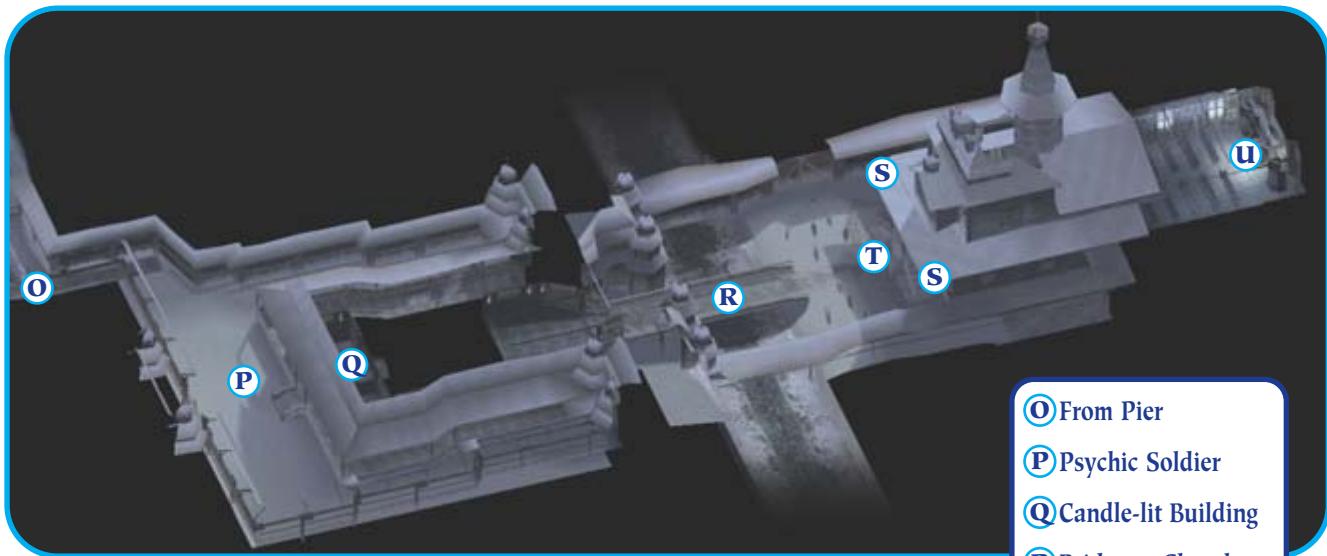


Infiltration



- (A) Starting Point
- (B) Snipers
- (C) Passage to Helicopter Landing Area
- (D) Helicopter Loading Bay
- (E) Snipers
- (F) Bridge
- (G) Locked Door to Pier



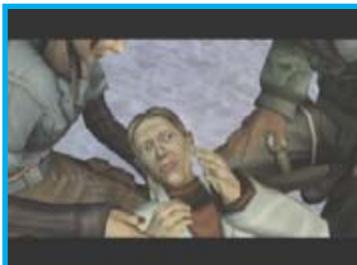


DATE: February 22nd

LOCATION: Dubrensk, Siberia

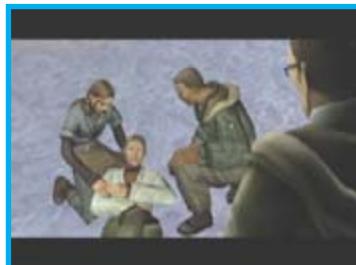
NEW PSI POWERS: None

NEW WEAPONS: None



The doctor is grievously injured. She says you must save the children, but warns the team not to get near them. "The children will hurt you," she warns.

Then she sees you. She says that you are like the children—you can go, but alone. Her advice is cryptic: you must find the church and go under the village. She also tells you that there is a key in a red house.



Climb over a wall into the village. You see two snipers nearby: one in a window, and one on a roof.

Take cover at the wooden planks near your starting location. Equip the sniper rifle, lean out, and shoot the sniper.

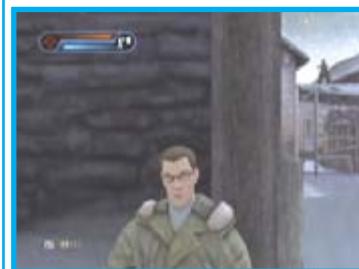


Another soldier runs up to investigate the fallen body. From the same position, kill him with a head shot.

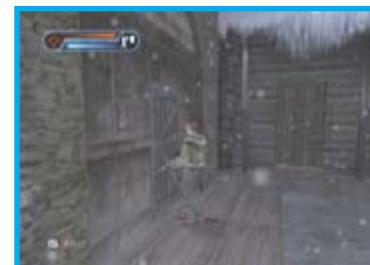


CAUTION

The soldiers in the village are very quick to call in reinforcements. You must be very accurate with your aim. If the alarm sounds, large numbers of soldiers will swarm you.



Run through the alley but stop before the end. Take cover against the wall. Lean out and take out the sniper on the roof.



Leave the alley. Turn left, then turn right. Run to the door ahead.



Inside the small house you find a note discussing the escapees from the village.



As you walk through the door, you see a helicopter landing nearby. This next section is one of the toughest in the game, so prepare yourself for some serious fighting and hiding.



Turn right and climb up the nearby ladder.

Walk about halfway along the platform, then stop. Scope the Russian ahead with your sniper rifle. Shoot him when he begins walking toward you.



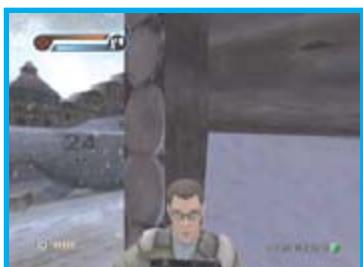
Stop halfway along this walkway. Turn and aim over the helicopter. Shoot the third sniper.



Switch to a pistol—you’re going to need to fire several times very quickly. Two soldiers climb up the ladder ahead. Kill them both as soon as they appear.



The landing area is clear. Jump over the fence and run into the helicopter.



Switch back to your sniper rifle and move forward to the corner. Take cover against the wall.

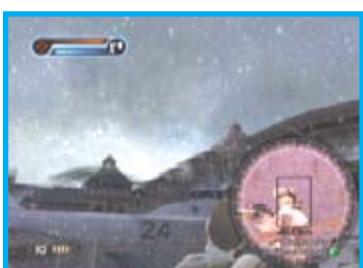


Inside you’ll find a sniper rifle and, on a crate in the back, a rusty key.

There are three snipers on the high walkway at the landing area’s far end. From this position, you can take out two of them. Aim for the sniper on the right first, because he’s the one most likely to see you and call for backup.



Return and climb up the ladder to the platform. Follow it around and jump up to the next level. Climb the ladder, then jump up to the highest level.



Target the second sniper—he’s just above the center of the helicopter’s rotor. After he’s down, turn the corner and move slowly forward.



Run onto the first section of the bridge and it lowers.



Select telekinesis and target the control panel on the wall. Use telekinesis to lower the second section of the bridge.



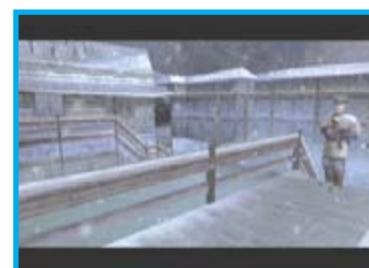
Cross the bridge and run to the end. Jump over the rails and climb down the ladders until you are at the lowest level. Pick up the dropped sniper rifles as you go.



Run all the way to the end of the walkway. Jump over the railing and drop down.



You come to a door. The rusty key from the helicopter unlocks it. Open it, but crouch before you enter.



The next area is, unsurprisingly, heavily guarded.

Crouch all the way through the next building. Soldiers are stationed at the windows outside, and if you're spotted, they'll sound the alarm.



Instead of taking on the soldiers all by yourself, have someone else help. Use projection and possess the closest soldier.



Four soldiers are in the next area. The first stands under a bell and is visible from the doorway. Take cover there and snipe him.



Walk to the railing and shoot the soldier standing in the valley below. Now turn your aim on the soldiers across the way.



Fire at anyone you can target; you should be able to get at least one more.



Two more patrol the walkway. Take them both out from the safety of the doorway.

The fourth stands at the walkway's far end. Kill him as soon as you have a clear shot.



Return to your body. Run up the stairs leading to the first building. Go through the door.



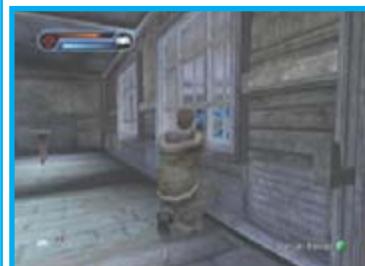
Turn left and push the boxes aside. Crouch, then crawl through the tunnel hidden behind them.



On the table inside, you find a diary and a key. This must be the church key the doctor told you about.



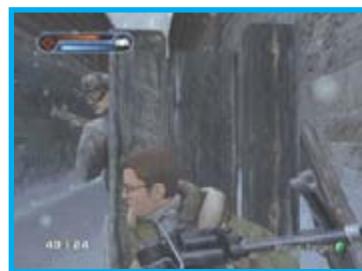
You emerge behind a soldier. Hit him over the head with your gun.



A Russian passes by outside. Shoot him through the window before he can call for backup.



Use charm and exit the building. Run around the walkway to the building across the way. Note that it looks a bit like a red house.



Exit the building, turn left, then turn left again and go up the path. Shoot your way through this alley, using the planks as cover.



Three guards are in the alley. Kill them all, then equip your sniper rifle. Move forward to the pier.

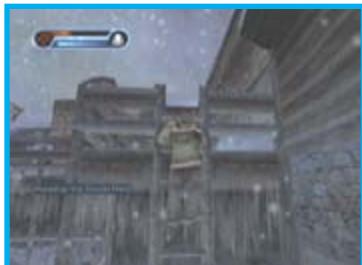
Continue using charm and run around the second building to the window on the far side. From here, kill everyone inside.



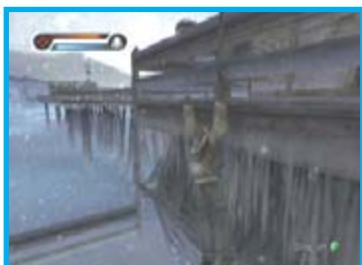
There are several snipers on the pier. If you can get them all quickly, you'll save yourself some aggravation. These snipers are quick to call for reinforcements, so if you hear them coming, find a place to hide and wait them out.



When the building is safe, position yourself at the window so the door is in sight. Use telekinesis to remove the board from the door. Enter the building.



When you're sure the coast is clear, climb up the ladder to the pier.



Walk up to the crates and hop over the railing. Shimmy past the crates, then pull yourself up on the other side.

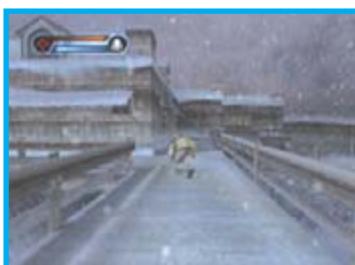
Kill any remaining soldiers on the pier.



Return to the front and open the door. Enter the building and push the button on the radio. The Russians have been jamming your signal—this clears it up.



In the back of the room you find a small cache of weapons and a radio. Use the radio to get a message of encouragement from Colonel Starke.



Run back down the pier and turn left at the building. Follow the walkway around to a small alley.

RADIO REPAIR

The next section is completely optional, but it brings some closure to the WinterICE communications problems.



Run to the end of the pier, over to the radio control building.

Go to the back of the building and look through the window. Use telekinesis to pull the switch by the door.

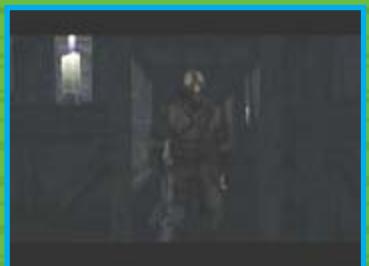


You emerge near a strange building filled with candles. An intimidating voice says that your journey “ends here.” You’re about to come face to face with a prototype of Hanson’s project.



NOTE

Psychic soldiers are much tougher than anything you’ve fought before. They can block bullets with their psychic shields, which absorb a good deal of damage before a psychic soldier starts taking physical damage.





He attacks you in the yard. He's vulnerable to telekinesis, so throw him around a little to get rid of his psychic shield.

Keep attacking until the shield is gone. Once he begins taking physical damage, you can finish him off quickly.



NOTE

The two psychic soldiers are hot on your trail as you enter the church. You don't have to fight them, though—just keep running.



Enter the candlelit building and go to the hallway on your right. Follow it to the end and go through the door.

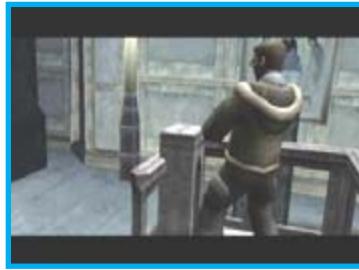


Run down the steps and toward the altar.

Two soldiers guard the church, one on each side. Use the sniper rifle to kill them both before moving forward.



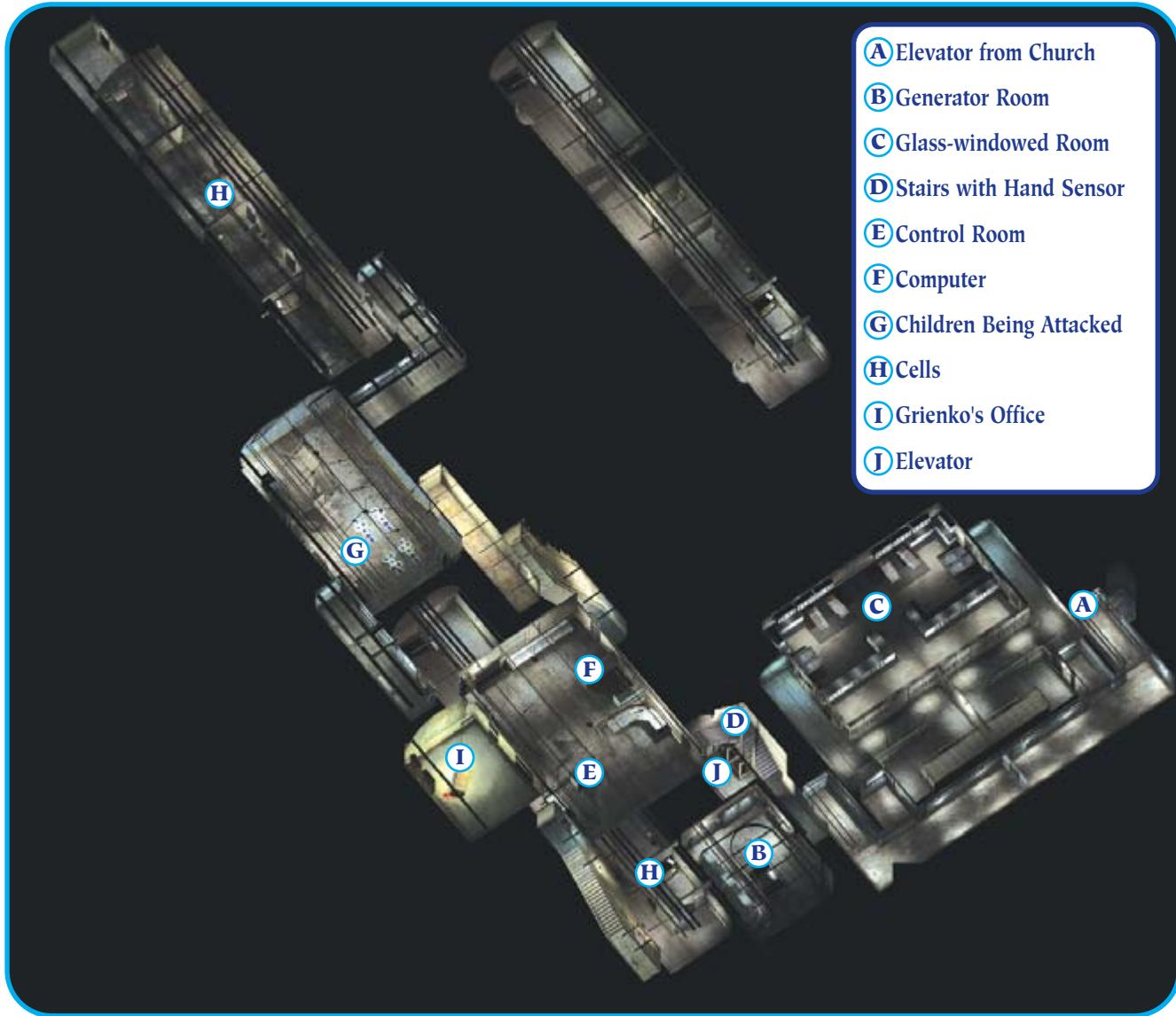
You approach the altar, only to discover that it's actually a hand-operated lift. You climb aboard and lower yourself to the labs under the village.



As you cross the small bridge, you hear a door open. Two psychic soldiers are directly behind you. There's no need to turn and fight them, just keep running straight for the church.



Childcare



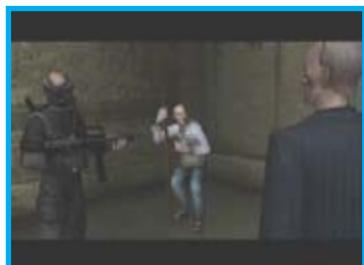
DATE: February 22nd

LOCATION: Zener Facility, Siberia

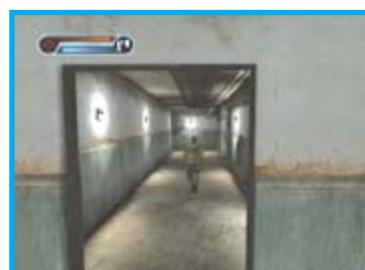
NEW PSI POWERS: None

NEW WEAPONS: None

You've almost reached them. Hanson is panicking and planning to evacuate.



The facility is strangely deserted. You're safe for the time being. Turn down the hall and run to the end. Go through the door in the center. Keep moving forward, then turn right at the very end.





Go through the door and follow the apparition that briefly appears. Continue through the door opposite into the generator room.

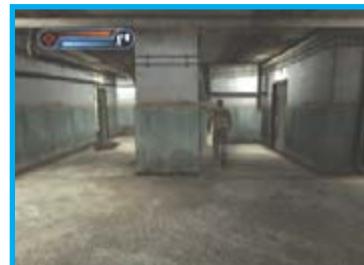


Immediately run out of the lab and use psi pulse on the soldier coming up the ramp.



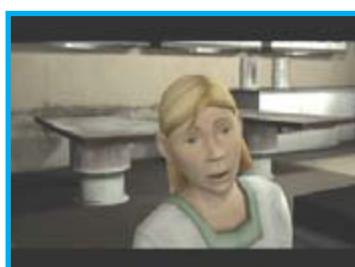
Use telekinesis on the engine to start the generator. The apparition appears and helps you. It tells you to come to the lab.


Use psi pulse on all four soldiers in the area. It's quick and silent—you definitely don't want them calling for backup.



Return to the hallway and turn right. Go through the door into the lab.

Go through the door and take out the next soldier.



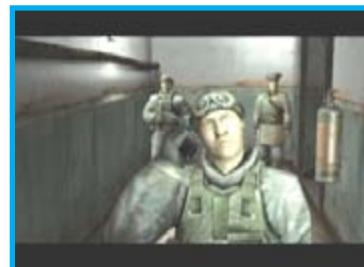
Inside you meet Anna, one of the research subjects. She tells you that you must help the four remaining children.



Return to the hall. Kill the soldier as he comes through the door. Proceed down the hall.



Take out the soldier near the door. When he's down, wait for your energy to fully recharge.



Use projection. Run through the door and possess the soldier on the stairs.



The arrival of a squad of Russian soldiers interrupts your conversation.

Move up the stairs and use the hand sensor next to the door.



Run up the stairs and turn right. Use the computer. Click on the hand icon. This reprograms the hand sensors so that anyone can use them. Clicking it also causes the other soldiers in the room to attack you.



Use charm and enter the room. Run to the back and ready psi blast.



Use psi blast to knock everyone down. Equip a firearm and take out anyone who wasn't killed. Then, access the computer and click on the TV screen to disable the facility's security cameras.



Enter the control room. Note that there are both regular and psychic soldiers in here.



Go down the steps and use the hand sensor next to the door on the right. Go through the door and down the stairs into the cells.

NOTE

Use the control panel by the door to open the cells. Inside are several apparitions. You can read the notes next to the cells to find out more about the children.



Return to your body and run up the stairs. Use the newly reprogrammed hand sensor.



Use psi pulse on the soldier at the hall's far end. Then run past him, out the door to the left.



Follow the next corridor around to a large room. Inside, you see several soldiers—including one psychic soldier—attacking a pair of children. Use psi blast as soon as you step inside.

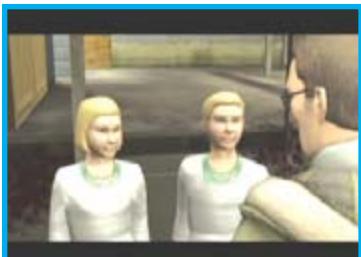
Attack any of the soldiers who survive.



Use charm to calm the child down.



When the attackers are dead, talk to the children. They tell you there are two more of them somewhere in the facility. Retrace your steps to the control room.



He tells you that the last child is very shy, but that you should follow her projection if you see it. And you do see it, right behind you. Follow it down the stairs.



NOTE

If you try to take the nearby stairs to the control room, you find the door has been fused shut, and you hear the sounds of a struggle coming from inside.



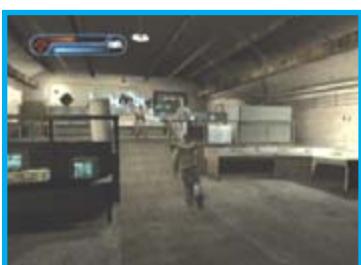
Follow the projection down the corridor and into the room where the first two children were attacked. She runs out a door. Continue following.



Attack the Russian in the next room.



Inside the control room, one of the children is having some sort of psychic freak out, and several soldiers are attempting to attack him.



Use psi pulse to take out each of the soldiers.



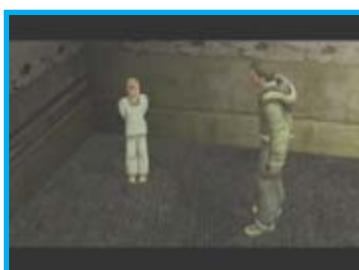
The projection runs through another corridor of cells. Keep on its tail.



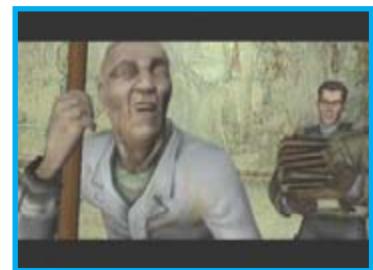
Talk to the child and she opens the door to Grienko's office.



You find the child standing in a corner. She says she can take you to Grienko.



Grienko is crazed. He's so excited about his research that he refuses to see its consequences. He tells you about the facility in the United States, and how his work will be completed there.



Now you need to follow the real deal. Once again, she leads you back through the corridors. More Russians have set up camp in the lower room, so use psi pulse to deal with them.



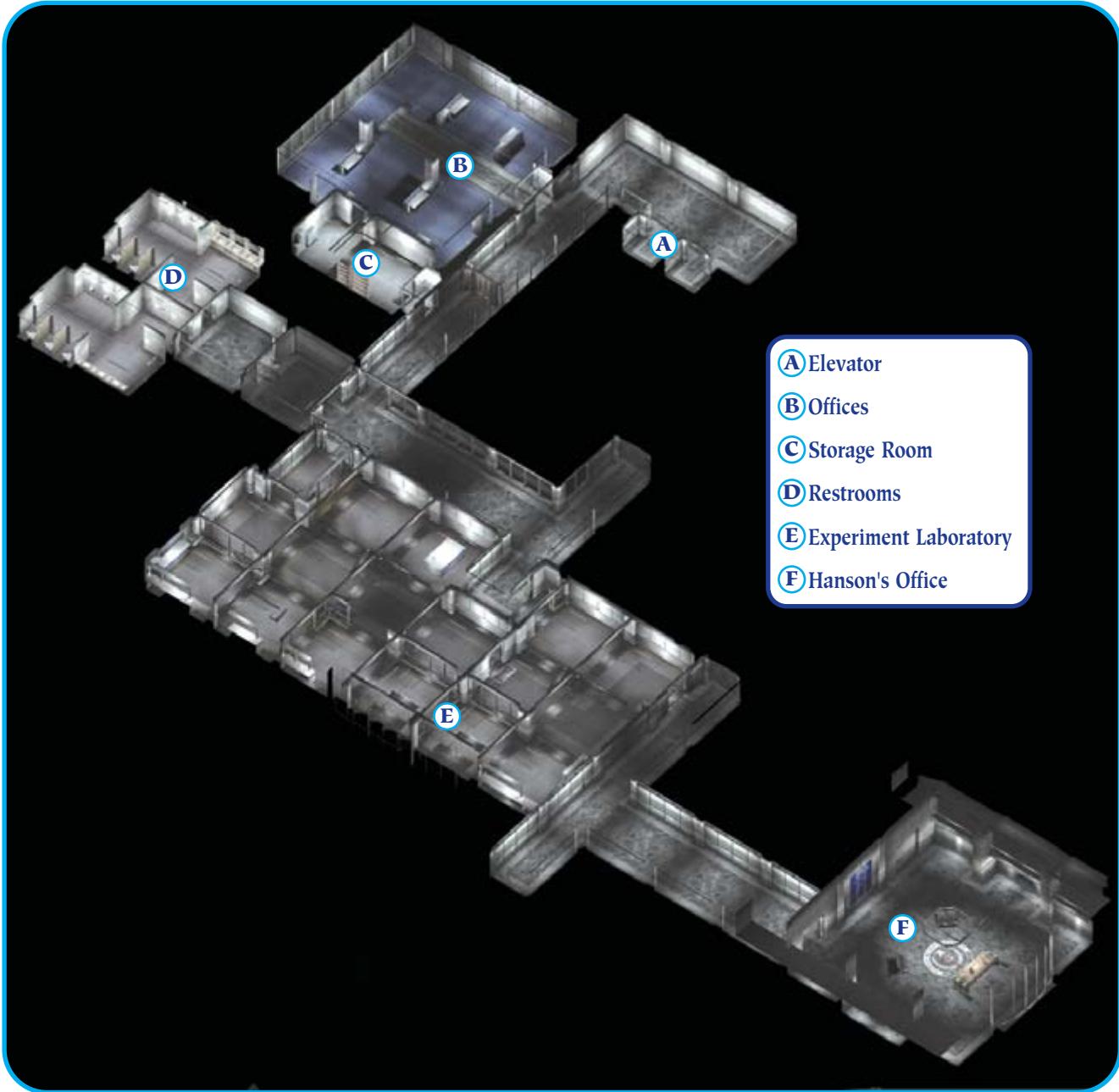
After the fight, continue following her. She leads you back into the first cell corridor. Another Russian has been stationed here. Use psi pulse to kill him from a distance.



The girl leads you back upstairs into the control room. More resistance awaits you, this time in the form of two psychic soldiers. Use psi pulse, then shoot them while they're down.



Confrontation

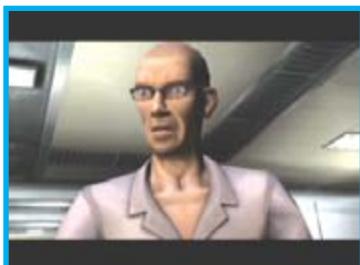


DATE: October 7th

LOCATION: National Security Executive Headquarters

NEW PSI POWERS: None

NEW WEAPONS: None



Speaking of the United States facility, you find yourself back in the theater of the NSE headquarters.

Immediately ready psi blast. Head up the ramp to the doors.



NOTE

The elevator won't work without the key. If you don't have it, go back and search near the agents' bodies at the theater.



Exit the elevator and carefully proceed to the end of the hallway. Take cover against the left wall once you're there.



Lean out and use the tranquilizer gun to knock out the two guards posted in the next corridor.



Three agents enter the theater. Use psi blast, then shoot the survivors. One of the agents drops an elevator key. Make sure you grab it.



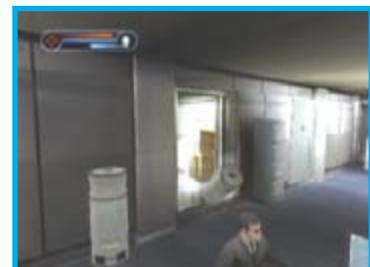
Activate charm and run through the double doors to the right.



Head left as you run through the office. It's full of agents, but luckily no security cameras.



Stop when you reach the elevators. Press the button and wait for the door to open. Step inside.



With charm still activated, find the door that's blocked by canisters, and go into the next room.



Go through the door leading back to the hallway. There are two agents here, and no good cover, so shoot them as quickly as you can.

Take cover at the corridor's corner. Two more agents are heading your way.



Two more agents are posted at the next turn. Kill them, run down the hall, and turn right.



Go through the double doors at the end of the hall. You are standing in a room full of strange, half-clothed men in large pods. Or they're in large pods when you enter, at least.

One breaks out and comes straight for you.

CAUTION

These experimental soldiers are tougher than standard psychic soldiers. They have some of your powers—most importantly psi pulse, charm, and healing—and they aren't afraid to use them.



These soldiers are very tough. They hit you with psi pulse, and run off to heal themselves if they get too hurt. You need to wear down their psychic energy before you can do any physical damage.



The best way to hurt them is to use a psi pulse to reduce their energy, then shoot them with your pistol. Try to finish them off before they can run off to heal.



If one manages to get away, follow him and use the pistol on him while he's healing.



The first battle is against one experimental soldier. When he's dead, two more break out of their pods. Concentrate on them one at a time, and use the same formula: psi pulse, then pistol.



If you get knocked down by a psi pulse, quickly press **special move** to get back up!





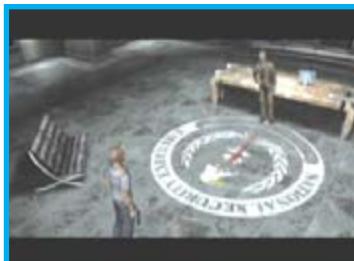
A fourth and final experimental soldier attacks. If you're hurt, find a safe place to heal. Otherwise, just psi pulse him, then fire away.



An agent approaches and asks you to follow him. Go through the newly-opened doors and into the hallway. Follow him through the hall and to the left. Go through the

next set of double doors to meet Hanson.

Hanson tells you that the slaughter in Dubrensk was your fault. He claims your escape from Osiris was staged, and that everything leading up to this point has been a test. It's too late to stop his work, he tells you. There are "samples" everywhere.



That won't prevent you from trying. A psychic soldier appears, holding Jayne hostage. Hanson says that you can't change the past—but you know that isn't true. You

prepare for another trip to Dubrensk.



Redemption



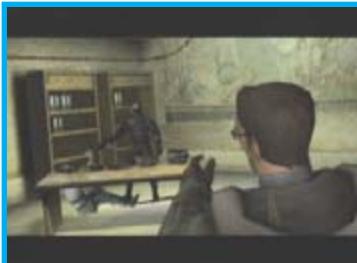
- Ⓐ Elevator from Upper Labs
- Ⓑ Psychic Soldier/Door Controls
- Ⓒ Locked Door
- Ⓓ Psychic Soldiers
- Ⓔ Medical Facility Vision
- Ⓕ Psychic Soldiers
- Ⓖ Locked Door
- Ⓗ Asylum Vision
- Ⓘ Scaffolding
- Ⓛ Hanson's Office Vision
- Ⓜ Children's Cell
- Ⓛ Cell with Weapons
- Ⓜ Hanson

DATE: February 22nd

LOCATION: Zener Facility, Siberia

NEW PSI POWERS: None

NEW WEAPONS: None



soldier enters the room and, rather brutally, puts an end to the mind behind Project Zener.

Two psychic soldiers are now in the room with you. Immediately use psi pulse to knock them down, then equip a weapon and make sure they stay down.

One of the children pleads for your help; Hanson has found them. Run through the door into the control room. All the doors are sealed but one. Use the hand sensor to open the door. Run down the stairs.



You're greeted by an upsetting sight—a child who looks somewhat deformed. He takes off down the hallway. Follow him.

You manage to convince Grienko that Hanson is going to harm the children, and he becomes visibly shaken. He tells you that Hanson has gone to the lower level. A psychic



The elevator is directly next to the stairs. If you tried it on your previous visit, it didn't work, but now it's operational. Enter the elevator to descend to the lower levels.



You lose sight of the child, but you find a psychic soldier talking to scientist. Use projection and possess the psychic soldier.

Use the hand sensor on the wall to open the locked door in the corridor.



Run into the corridor and through the door. As soon as the psychic soldiers enter, open fire.



Four soldiers are in the room: one on the lower level, one behind the wall to the left, and two entering through the door in the upper right corner. Kill as many as you can. You can most likely get at least three while controlling the soldier.

As soon as the soldier dies, you return to your body. Use the hand sensor to open the door, run in, and finish off the remaining soldiers.





Go through the upper right door, and you'll meet the strange child. He won't speak. As he runs off, you are hit by a strange spell.

You are back at Osiris, in the interrogation room. You watch as they bring a ghostly version of yourself into the room. You can stay and listen to the interrogation, but you can't affect anything.



When the possessed soldier dies, you return to your body. Equip a weapon and start firing into the room. You must kill all the psychic soldiers before the door at the far end will open.



Go through the door. As you enter the corridor, you're overcome by another vision.



Leave the room and run through the medical facility to the isolation cell where this whole thing began. The hospitalized Vattic tells you a secret: listen closely, because it's

the big twist. His information sends you sailing back to the Zener Facility.

Walk to the top of the stairs ahead, then use projection. Possess the psychic soldier at the foot of the stairs.



The halls are teeming with guards and orderlies. Avoid fighting as much as possible, because they'll take you down quickly if they gang up on you.



Run into the room and open fire. There are soldiers on the ground and on each of the walkways above. They keep appearing, so be vigilant.





Use telekinesis to open the gate to the guard station.

Run past the guard station and take cover at the wall. Lean out and kill the two guards posted at Jayne's cell.



Enter Jayne's cell. You find her dead, but don't panic—remember the big twist.



You appear back in the corridor at the Zener Facility. Move forward to the scaffold.

Several psychic soldiers are on the scaffold. Take cover behind the planks ahead and ready telekinesis.



Lean out and target the first soldier. Use telekinesis to drag the soldier off the scaffold and drop him over the edge. He falls to his death.



Another psychic soldier comes running up. Use telekinesis on him as well, and throw him over the railings.

Continue down the scaffold.



A third soldier appears. Once again, throw him over the side. Continue down and kill the fourth soldier near the bottom of the scaffold.

CAUTION

As you move down the scaffold, another psychic soldier comes in behind you. Take him out as soon as he makes his presence known.



Collect all the dropped weapons at the bottom, then proceed through the tunnel leading to Hanson's lair.



There's one final vision before you can proceed. You are back at the NSE headquarters. Run forward and take a left. Go through the double doors.

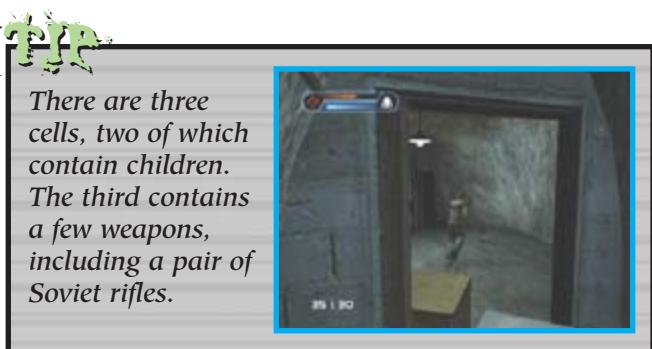
You see a ghostly image of yourself attacking Hanson, and a voice reveals to you, for a final time, the big twist: this isn't the present. It's the future! And because you can see it, you can change it.



You return to the Zener Facility. Hanson has locked himself behind bullet- and psi-proof glass. After a brief exchange of threats, soldiers begin pouring into the cavern.



Run over to the cells and press the hand sensor. This releases the children, who help you in the battle.



TIP
There are three cells, two of which contain children. The third contains a few weapons, including a pair of Soviet rifles.



The children are a great help in the fight. They have psi pulse and heal, and they use both liberally.



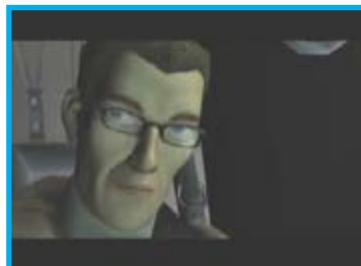
When you're hurt, run into one of the cells for a relatively safe spot to heal.



The first few waves consist solely of regular Russian soldiers, but within moments psychic soldiers appear. Use telekinesis often. Though it probably won't kill them, it can disable them long enough that you or the children can. Psi blast also helps when you're outnumbered.



After the last soldier falls, the children get their revenge on Hanson...



...and you're reunited with WinterICE, knowing that you've saved them from the dismal future you foresaw.

Quick-Step Guide

This is a bare bones walkthrough to get you through each mission. None of the secrets or plot points are revealed in this chapter.

Isolation

- Use telekinesis on the switch next to the cell door.
- Go through the next two doors, then use your newfound healing ability to heal yourself completely.
- In the next corridor take the first turn to avoid the guards.
- Get the key card from the counter in the guards' quarters.
- Return to the main corridor and fight the guards.
- Use the key card to open the nearby door.
- Move through the next room and the adjacent hallway.
- Use the computer in the next room.
- Open the map and select the elevator to learn the access code.
- Return to the elevator and use the code to enter.

Preparation

- After speaking with Starke, run down the corridor and meet Cortelli.
- Follow Cortelli to the obstacle course.
- Climb over the barricades after Cortelli shows you what to do.
- Crouch and then crawl through tunnel behind Cortelli.
- Walk down the ramp and climb the ladder on your left.
- Hang from the ledge and shimmy left across the water.
- Pull yourself up when you reach the other side, then climb down the ladder.
- Follow Tex's instructions to learn how to use cover.
- Move to the second block for the second stealth exercise. Stay on the opposite side of the block from Tex.
- When he reaches the block itself, crouch and make a break for the entrance.
- Go right and then left to exit the tunnels.
- When you exit the tunnels, stay crouched and avoid the first guard. As soon as he turns his back, move to the trench ahead.
- Stay close to the wall below the guard.
- Scale the next wall and take cover.
- Move past the guard when his back is turned.
- Stay crouched as you move past the guard hut.
- Talk to JC.
- Follow JC's instructions to learn the basics of aiming.
- Score 250 points to pass his firing range challenge.
- Take JC's second challenge. Hide behind the blocks and hit the guards three times each.
- Return to the obstacle course.
- Make your way back through the obstacle course, shooting all the soldiers you encounter.
- Once you've finished, return to the firing range.

- Talk to Franklin to begin sniper training.
- Score 250 points in the sniping challenge to win.

Experimentation

- Use the computer at the guard's desk to unlock the door and turn off the security cameras.
- Go through the hallway into the lobby.
- After the police arrive, jump over the railings in the center of the room.
- Move left and crawl into the vent behind the cardboard boxes.
- Go forward through the door.
- Use telekinesis on the fuse box to distract the guard.
- While he's distracted, go through the second open doorway on the left.
- Move through this room into the next hallway. Go through the closed door across the hall.
- Sneak behind the scientist and go through the door.
- Use telekinesis on the camera to distract the guard.
- Move into the right-hand glass room.
- After you've unlocked charm, charm your way past the guard and enter the animal research lab.
- Activate charm to pass the gorillas and go up the ramp.
- Enter the research room and grab the records room key.
- Use charm to pass the guard again.
- Continue past the next guard and into the door on your left.
- Use the key to open the locked door at the end of the hallway.
- Use the computer on the far side of the room to access your records.

Fieldwork

- Move up to the fence and fire at the snipers from cover.
- Follow the squad through the valley.
- After the explosion, move through the cave with Tex and Franklin.
- Kill the two guards.
- Move up to the two wooden barrels at the mouth of the cave, and provide cover for the squad.
- Follow Wilde when she takes off down the road.
- Enter the compound.
- Go down the hallway and up the ladder.
- Climb the stairs, then climb the ladder near the storage room.
- Pull the lever to open the door.
- Return to ground level and go through the door.
- Follow Wilde.
- Kill the three soldiers in the next room.
- Continue following Wilde until you come to the next guarded room.
- Kill all five soldiers, including the three on the second floor.
- Climb the ladder and follow Wilde to the control room.

- Use the computer. Wilde gives you the password after an unsuccessful attempt to access it.
- Read the document about Grienko in the computer's waste basket.
- Go back to the ladder, killing the four guards on the way.
- Keep following Wilde, and kill all guards in the room at the end.

Escape

- Use charm to get past the guards and enter the elevator outside the records room.
- Activate projection and turn off the three cameras in the area.
- Once again, use projection to deactivate the second security field, then use charm and run through it.
- Take out the guard in the next room.
- Get in the elevator and use projection to activate it.
- After unlocking psi blast, finish off the guards, get their guns, and fight to the top of the ramps.
- Enter the guard station at the top and use the button to open the gate.
- Fight through to the next elevator and use telekinesis to activate the switch nearby.
- Fight your way to the next ramp, and move up. Continue up to the final squad of four guards.
- Get in the car to escape.

Madness

- Use charm to run past the guards, then enter the asylum through the open window to the right of the statue.
- After unlocking the telekinesis upgrade, attack the second orderly and grab the library key that he drops.
- At the end of the corridor, turn right, left, left, right to reach the library stairs.
- Climb up and unlock the door.
- Read the note on the table for the computer password.
- Use the computer to unlock the doors on the upper level of the library.
- Climb up to the doors and go through.
- Enter the vent on the right.
- After the vent, go down all the stairs of the operating theater, tranquilizing any guards you encounter.
- Attack the guard on the lowest floor of the theater.
- Move to the first hospital room. Tranquillize the doctor to get the dormitory key card.
- Continue to the second hospital room. Use the key card on the panel, then quickly open the door.
- Use charm to sneak past the guards chasing the escaped inmate.
- Remove the orderly from the hallway.
- Search the last patient room for a key (it's high on a shelf—use default camera to see it). Grab the key with telekinesis.
- When you reach the desk, use the computer to learn the gate code.
- Use the key to enter the guard station. Use the computer to turn off the security cameras.

- Move through the H-shaped hallway, taking down all guards, until you reach the gate. Unlock it with the code.
- Climb up the stairs.
- Turn right and head to the end of the corridor, taking out all guards and cameras in sight.
- Head to the gate. Wait for the guard to open it, then run through.
- Stand near the gate, use projection, then access the computer and open the gate. Release projection and run through.
- Turn left and open the door to Wilde's cell.

Rescue

- Use charm to get Wilde to follow you.
- Go downstairs and grab the tranquilizer gun from the pool.
- Go toward the door; it gets hit by lightning.
- Use charm to calm down Wilde.
- Go through door and take out the guard in the corridor.
- Crouch and go into boarded-up room.
- Go through the window.
- Use telekinesis to remove board from door.
- Open the door and let Wilde through.
- Use telekinesis to lower the ladder. Climb up.
- Attack the guard on the roof.
- Walk across the planks.
- Use telekinesis to lift the plank and allow Wilde to cross.
- Continue along rooftops, taking out the three guards.
- Go down the ladder and tell Wilde to wait.
- Climb onto the ledge and shimmy past the guard station.
- Drop down onto the balcony and go through the door.
- Take out the guards in the hallway, and enter the second door on the right.
- Talk to the patient for the balcony key.
- Continue forward and unlock the balcony.
- Tell Wilde to resume following.
- Climb onto the elevator and drop down inside.
- Press the button. Wilde enters the elevator.
- Press the button again to descend.
- Tell Wilde to wait for you in the hallway.
- Move into the courtyard and attack all guards in sight.
- Use telekinesis to attack guards on balcony and roof.
- Get Wilde and go through the door at the end of the courtyard.
- Fight down the stairs to the exit.

Reliance

- Follow the Colonel and take out the two snipers.
- Go through the tunnel and attack the four snipers on the road ahead.
- Run around the fence until you find the crates that you can climb over.
- Crouch and go through the vent.

- Approach the stairs.
- Go into the nearby room and kill the two guards.
- Climb the stairs.
- Take out the guard in the first room.
- Walk to the second room and take out the guard.
- Try to use the computer.
- Look at the notepad in the second room to get the key.
- Check the files on the computer once the power is restored.
- Go back to the corridor and unlock the third door.
- Go through the office and into the hallway leading to the second building.
- Take out the guard on the top level, then take out the two guards below. Go down the stairs.
- Go outside and around the corner to meet Starke.
- Help Starke attack the two guards.
- Climb up the ladder on the left and run around the corner.
- Take out the two visible snipers.
- Drop down into the fenced area and attack the third sniper.
- Go to the shed and press the door switch.
- Go through the gate.
- Climb over the fence and meet up with Starke.
- Run after him, taking out the three snipers firing from above.
- Jump over the small fence and follow the tracks into the tunnel.
- Run into the train station and jump up onto the platform.
- Enter the train and go through to the next car.
- Exit the train and head for the storage room.
- Take the key from the wall.
- Run back through the train to the locked gate.
- Unlock the gate and run up the stairs.
- Kill the guards below, then drop down.

Entrapped

- Use charm on Jayne.
- Run to the end of the corridor. Guards enter the tunnels.
- Attack the guards, then go through the door to the right.
- Kill the guard and climb down the ladder.
- Run to the end of the platform and through the door on the left.
- Kill the four guards in the room.
- Use telekinesis to pull the two levers quickly.
- Climb up the ladder to the sluice gate.
- Crouch and crawl through the now-open gate.
- Take out the three guards.
- Go through the door opposite of you.
- Pull the lever to let Jayne through.
- Pull the second lever to open the sewer tunnel.
- Go through the sewer door.
- Pull the lever on the middle platform.
- Attack the guards who enter.
- Exit the room through the newly-opened door.
- Follow the stairs down until you reach the door.
- Take cover and clear the tunnel of guards.

- Run to the end of the sewer tunnel and use telekinesis on the levers to open the grates.
- Take either tunnel, then attack the three guards in the next room.
- Climb up the short ladder and get Jayne onto the elevator.
- Climb up the ladder on the right.
- Jump up to the ledge, shimmy around the edge, and go up the ladder.
- Kill the two guards near the security fields.
- Use projection and run through the fields. Pull the lever to activate the elevator.
- Use projection again, and go through the third security field.
- Possess the guard, flip the switch, then run the guard toward your body.
- Release projection and attack the guard.
- Go down the ladder near the security field switch.
- Follow the sewers to the large room.
- Attack the resident guards.
- Climb up the ladder on the left side.
- Enter the large pipe at the end of the room.
- Use blocks as cover, taking out every guard that approaches.
- Move through the pipe until you reach the ladder. Climb up to exit.

Streetlife

- Go to the back of the garage and open the grate.
- Take the first right, then the first left. Kill any NSE agents you encounter.
- Run to the end of the alley, where an NSE agent is attacking a gang member.
- Kill the NSE agent to save the gangster.
- Follow the gang member into the building.
- Talk to the woman and pick up the package.
- Leave the warehouse and turn right.
- Go to the end of the alley, turn right, then take the first left.
- Turn right and go up the steps to the white door.
- Use the intercom and deliver the package.
- Speak to the gang member and get the mark.
- Leave through the white door and turn left, left, right. Head for the courtyard.
- Approach the gang members. They see the mark and let you pass.
- Kill all the NSE agents, then run toward the gang just past the basketball court.
- Climb the fire escape ladders and go through the window into Starke's apartment.
- Read the note on the table.

Teamwork

- Follow WinterICE and assist by sniping.
- Follow Cortelli up the road to the radio.
- Assist JC and take out the approaching soldiers.
- Speak to Cortelli when he calls you.

- Run to the colonel.
- Follow the colonel to Cortelli.
- Follow the squad.
- Take out the soldiers as they come out of the house.
- Go into the building. Head left into the small room at the back.
- Go through the door ahead.
- Turn right and go through the next door.
- Use projection and possess the first guard.
- Leave the tunnel and head toward the ladder ahead. Climb down.
- Pull the lever by the ladder to unlock the sliding door.
- Return to the colonel.
- Follow the squad and take out the guards below.
- Wait for the whole group to meet. Franklin mentions that she found a key.
- Run into the tunnel with the security field and find the locked door.
- Follow the squad through the door and attack the soldiers on the other side.

Breakout

- Follow Starke out of his apartment, and attack the agents.
- Continue following Starke through the second-to-last door on the left and help kill the agents inside.
- Wait for Starke to take the key from the body.
- Enter the last door and use telekinesis to grab the sniper rifle from the wardrobe.
- Follow Starke out to the fire escape.
- Snipe the agents in the yard and on the opposite fire escape.
- Use telekinesis on the elevator to lower it.
- Head down the fire escape to the yard.
- Go to the elevator and press the button.
- Climb through the window, turn left, and open the fire escape door.
- Follow Starke to the second fire escape.
- Snipe the agents.
- Follow Starke into the hallway and help him fight the agents.
- When there's a break in the fighting, head for the third door on the left.
- In the next room, kill the agents and escape through the double doors.

Conspiracy

- When facing the entrance, there's a corridor to the right. Move to it.
- Follow the corridor, and tranquilize the guard and the cleaner.
- Go to the end of the corridor, then into the UVD storage room on your right.
- Take the disk from the shelf.
- Exit the room via the other door.
- Turn left down the corridor, past the toilets.

- Use possession on the guard just around the corner.
- Take him to the double doors on the right.
- Turn off the security camera in the corner.
- Return to your body.
- Move down the hallway.
- Wait for the guard you just possessed, then tranquilize him.
- Tranquilize the guard near the metal detector.
- Run down the corridor toward the detector.
- Use telekinesis on the wires to pass through undetected.
- Read the notice on the wall at the end of the hallway to obtain Hanson's user ID.
- Return to the room with the double doors and tranquilize the cleaner.
- Wait for a guard to come looking for her and take him out.
- Use the computer near the back of the room.
- Log in and read the email on the computer. Save the attachment to desktop as advised.
- Open the UVD disk and drag the attachment onto the disk.
- Go to the other computer near the door.
- Open the UVD disk and drag the attachment onto the desktop.
- Use the movie player to play the video in the multimedia suite.
- Exit the room and turn right.
- Go back through the detector using telekinesis.
- Go through the door at the end of the corridor.
- Walk toward the television.

Infiltration

- Shoot the sniper in the window.
- Move down the alley and shoot the soldier who comes to investigate.
- Attack the second sniper on the roof to the left.
- Go through the door on the left. Read the notepad on the table.
- Climb up the ladder on the right.
- Wait for the soldier on the ground to walk past you before sniping him.
- Wait for two more soldiers to come up the ladder at the end, then kill them.
- Take out all the snipers on the upper levels.
- Go into the cargo hold of the plane to find a key.
- Climb up to the bridge and walk onto the first section.
- Use telekinesis on the control to lower the second section.
- Go across the bridge and climb down.
- Unlock the door and open it.
- Crouch under the windows and move through the room, avoiding being seen by the soldiers outside.
- Move out and kill any guards you encounter. Stay on the upper level.
- Go down the stairs and run around the bend to the right.
- Shoot the two nearby soldiers.
- Go up the stairs and proceed along the upper level to the building with the red door.

- Attack the soldiers inside.
- Look through the window and use telekinesis to remove the bar from the door.
- Grab the key.
- Exit and head left and up the ramp, killing the soldiers.
- Climb up the ladder.
- Approach the boxes, then drop and hang from the platform. Shimmy left, then climb back up.
- Run to the right into the alleyway.
- Beat the psychic soldier.
- Enter the building and head down the corridor.
- Exit the building and kill the two snipers.
- Make a break for the church—don't stop to fight the two psychic soldiers who emerge behind you.
- Enter the church.
- Run down the corridor to the elevator.

Childcare

- Run down the corridor until you reach the room with the motor.
- Use telekinesis to start the motor.
- Return to the corridor.
- Go up the ramp into the room with glass windows.
- Kill the two guards that enter the room.
- Go into the hall and kill the third and fourth guards.
- Use projection, run through the door toward the motor room, and possess the guard on the stairs.
- Take the guard up the stairs and unlock the door with the hand sensor.
- Run into the room, use the computer, and unlock all the doors. The guard gets attacked.
- Return to your body and head up to the stairs.
- Attack the guards and the psychic soldier.
- Use the computer to disable all the cameras.
- Go through the door on the bottom right and climb down the stairs.
- Turn left and go past the apparition in the corridor.
- Go through the door on the left, then into the room where a psychic soldier and two Russian soldiers are attacking the children.
- Kill the psychic soldiers, then return to the main control room.
- Kill the two soldiers in here.
- Use charm to talk to the boy.
- Follow the girl's apparition back down to the lower level.
- Talk to the girl.
- Return to the room where you killed the three soldiers, and fight the newly-arrived enemies.
- Continue following the girl back to the control room.
- Kill the psychic soldiers.

Confrontation

- Wait for the agents to enter the viewing room and attack them. One drops the elevator key.
- Run down the corridor to the elevator and press the button. Enter the elevator.
- Exit the lift and go left.
- Take cover at the corner and attack the two guards.
- Use charm and run through the double doors on the right.
- Go through the left door while remaining charmed.
- Exit this room back into the hall.
- Attack all the agents until the "Restricted Access" doors open.
- Continue down the hallway and through the double doors.
- Fight the experimental soldiers.
- Go through the doors to meet Hanson.

Redemption

- Kill the two psychic soldiers.
- Go through the open door and down the stairs.
- Use the elevator.
- Move down the corridor and kill the psychic soldier talking to the scientist.
- Press the hand scanner.
- Leave the room and turn left. Go through the door.
- Kill the four psychic soldiers in this room.
- Approach the apparition in the doorway.
- You find yourself back at the Osiris Medical Facility. Go through the facility to the room you started in.
- Talk to the hospitalized Vattic.
- You return to the base.
- Run down the tunnel and to the stairway.
- Attack the psychic soldier at the bottom of the stairs.
- In the next room, attack all the waves of psychic soldiers until the door opens.
- You are back in the west wing of the asylum. Fight your way to the gate and use telekinesis to open it.
- Run to Jayne's cell.
- You are pulled back to the base. Fight through the psychic soldiers on the scaffolds.
- At the bottom of the scaffold, you are taken back to NSE Headquarters.
- Go to Hanson's office and you will be taken back to the base for a final time.
- Run into the cavern to confront Hanson.
- Open the cells to free the children, and attack every soldier who comes into the cavern.
- When the soldiers are defeated, the children kill Hanson.